



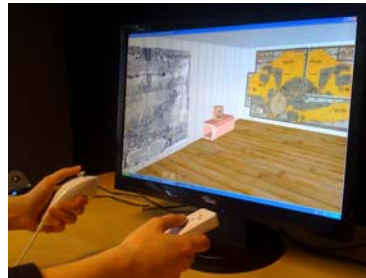
RE-FLEX Newsletter February 2009

Visualization meeting place

THE ATTEMPT TO ESTABLISH a national meeting place for visualization in southern Sweden did not make it all the way. Nevertheless, RE-FLEX will now make an effort to establish a south Swedish network for visualization. Wanna join the ride? Don't hesitate to contact us!

A virtual museum

WHAT HAPPENS to a museum exhibition once it has been put down? Can visualization technology be a way to digitally preserve such cultural heritage? Master thesis worker Silvia Ramos is currently designing and implementing a virtual museum based on one of the exhibitions at Kulturen in Lund. The user interacts with the objects in the virtual museum using the Nintendo Wii hand controls. The master thesis is a collaboration between Kulturen and the Virtual Reality lab.



The archaeology of time travel

A MULTI-DISCIPLINARY RESEARCH programme called "The archaeology of time travel" is currently being established at Lund university. The overall aim is to investigate the phenomena of "time travel" from different research perspectives. Visualization technology will be an important tool in the research programme. Contact persons are Bodil Petersson and Cornelius Holtorf.

Breakthrough for VR as a tool in stress research

CAN SOCIALLY STRESSFUL situations be simulated with VR technology? Results from a study at Lund university suggest that VR can be used instead of real world scenarios with hired actors in stress research. The project is a collaboration between the Division of Occupational and Environmental Medicine and the Division of Ergonomics and Aerosol technology.



That's all for now! Do you have questions, ideas or just want to chat a bit about visualization technology? Don't hesitate to contact us!

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