In the context of using immersive Virtual Reality (VR) within the domain of Digital Humanities, please come check our demo session tomorrow morning at room K1073 (across the main conference location).

We will demonstrate our hybrid collaborative immersive analytics experience that was developed by the VRxAR Labs research group at Linnaeus University, Växjö, Sweden.

Our experience consists of a VR system and a non-immersive web application, that allows for synchronous exploration of data through two users: one within VR, and one outside VR.

The immersive application (above) is centered around a room-scale VR setting, using a head-mounted display as the user’s visual interface, and 3D gestural input as the interaction interface to operate the application. The non-immersive application (right) is an interactive 2D information visualization that runs in a web browser and can be operated through a normal desktop computer, notebook, and tablet or smartphone device.

For the purpose of this demonstration, we invite you to explore the language variability of Tweets within the Nordic countries from a sociolinguistics perspective. The visualized data were collected within the scope of the Nordic Tweet Stream (NTS), a dynamic corpus of Tweets, a cross-disciplinary project of computer scientists and sociolinguists at Linnaeus University.