Smell-enabled VR Games for Olfactory Training

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Titel: Smell-enabled VR Games for Olfactory Training.

Tid: Torsdag 31 januari 2019, kl 14.00-15.00

Plats: Gösta Ekmans laboratorium, Frescati Hagväg 9A.

Ansvarig avdelning: Perception och psykofysik

Presentation/abstract:
There is a long history of using digital games as research instruments in psychology research, particularly in the area of teaching and training. Expanding the use of digital games as experiment stimulus to the area of olfactory training calls for the creation of an immersive research platform that includes a digital olfaction system and scent output through an olfactory display.

Developing games for this platform begins with identifying olfactory targets for training, and designing suitable game mechanics and challenges.

This presentation will conclude with our most recent lessons learned in the area of training spatial memory through scent in a VR environment.