



# Web3D User Experience Group

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# Web3D User Experience (Web3DUX) Mission and Goals

*To establish best practices and standardized capabilities that support rich user experiences (UX), intuitive navigation, and effective interaction techniques for a variety of 3D Web technologies.*

- Collaborate with professionals in Web3D, VR/AR/XR, HCI and UX to generate interest on user experience studies in 3D interactive technology
- Establish standard procedure and measurements for usability studies in interactive 3D applications on the Web or handheld device;
- Promote rich, task-oriented user experiences in 3D applications
- Investigate potential health, safety and security issues on wearable VR/AR/XR and other 3D interactive applications
- Promote the potential of Web3D with customized user experience and human-computer interaction based on user behavior data




# Outcomes



✓ Establish standardized measurement for user experience on 3D interactive applications

 Define the minimum set of interactive capability within 3D interactive applications

 Identify and share best user experience practices in Web3D or mobile 3D applications

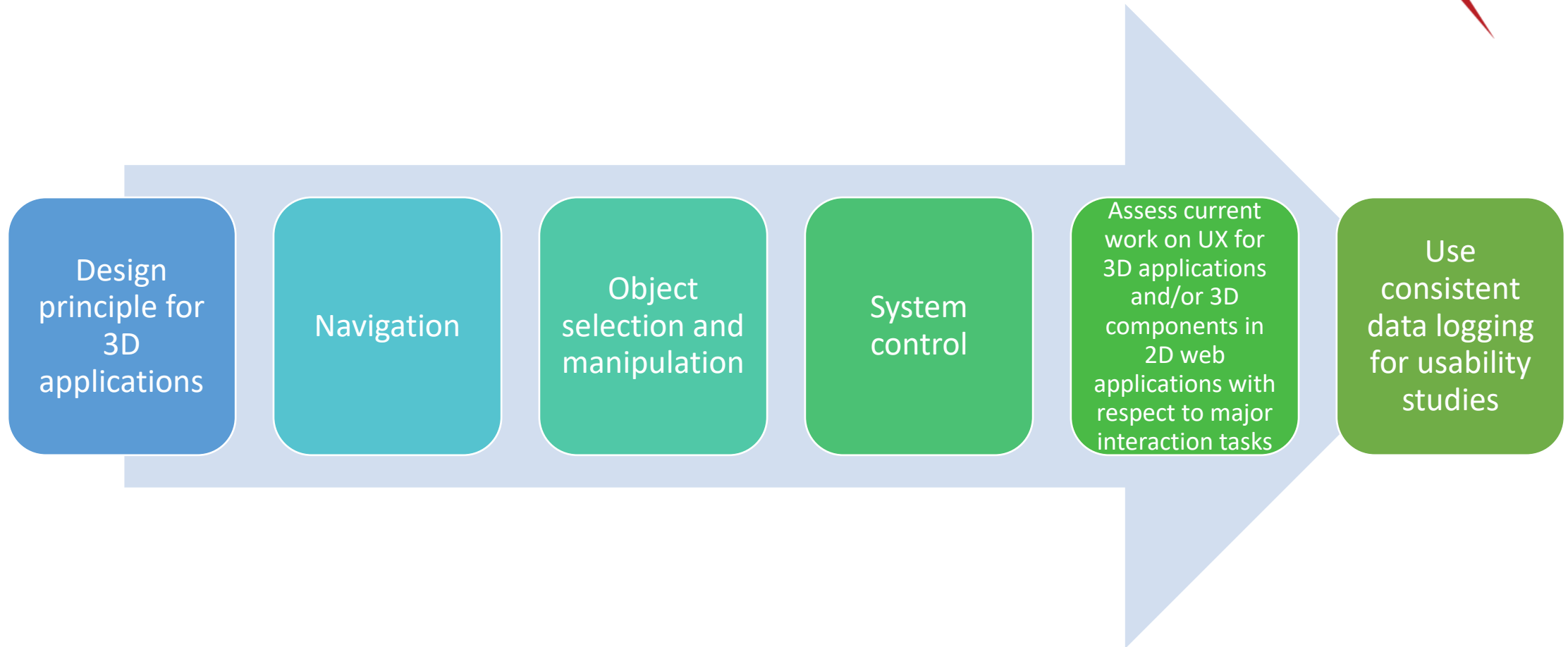
 Provide procedures and tools for usability studies in 3D environments on multi-platforms, including, 3D Web applications, and 3D AR/VR applications

 Promote a responsive 3D environment that integrates multiple sensory stimuli over different platforms

 Evaluate the accessibility of Web3D and mobile 3D applications

# Current work

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Share your research and applications on Web3DUX in coming Web3D annual conference

# Call for participate



Best practices in 3D graphics user interaction

No matter what platform you are on



Your research and developments in 3D UI/HCI/UX on

Web AR/VR/XR



Your experiences in Web3D User Interface



# Web3D UX Co- Chairs



Dr. Feng Liu,  
Mercer University



Dr. Amela Sadagic,  
Naval Postgraduate School



Dr. Nicholas Polys,  
Virginia Tech





# Communication:

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- Web3DUX Charter: <https://www.web3d.org/working-groups/web3d-user-experience/charter>
- Bi-weekly on Wednesday 10:15 - 11:00 am (Pacific time)
- <https://www.web3d.org/working-groups/web3d-user-experience>
- Mailing list: <https://www.web3d.org/member/member-only-mailing-lists>