

A VR based solution for informing cycling fans

The focus of this thesis is to explore the opportunities of the third dimension in VR and the role that ICPS principles can play in a service for providing more information to cycle fans who want to learn more while watching the Tour the France.



Advantages of Virtual Reality

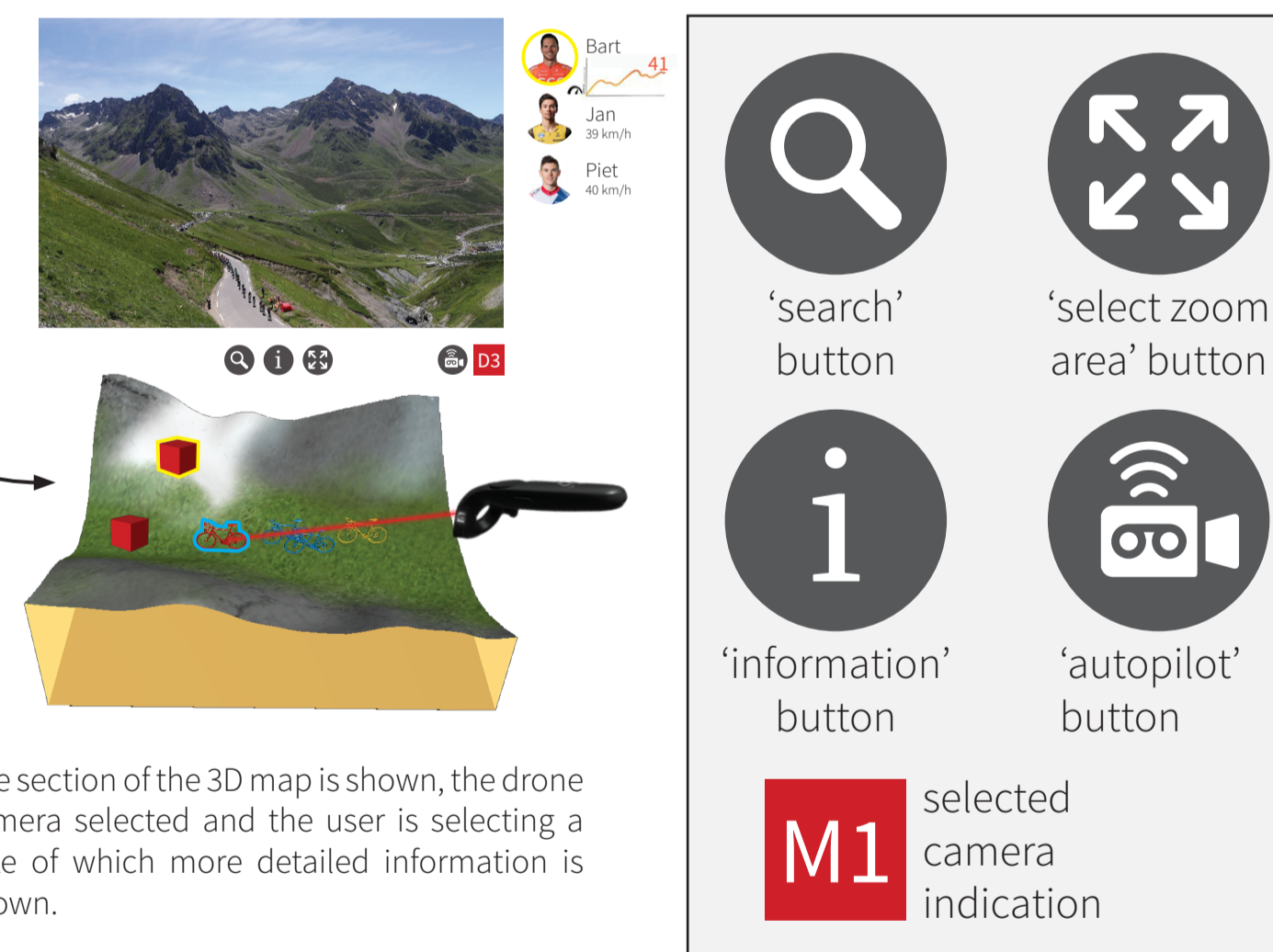
The usage of VR helps the users to get a better overview of the race and a better perception of depth about the routes. The immersion and personalised content can increase the quality of the relationship with the fans.

Support learning

By providing information that is tailored to individual informational needs, this service helps the users to learn more about the sport in an interactive and entertaining manner. The system learns about the informational needs of the users and adjusts the presented information to these needs.

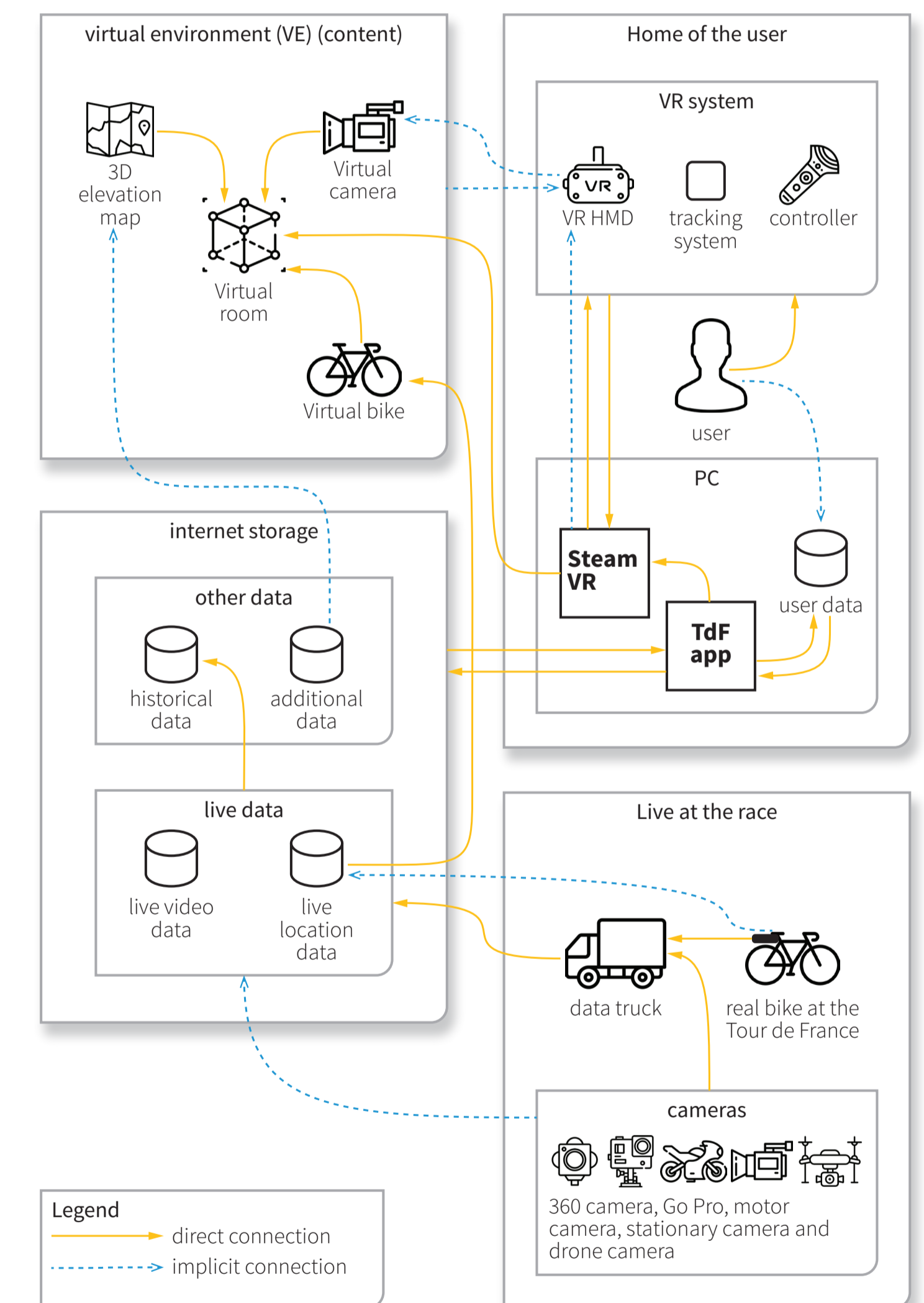
Interacting with the system

The user can select cameras to view the race from, select an area of the map to focus on and select elements to highlight related information.



How the system works

The elements that are needed to fulfil the functions of the concept are shown in the system architecture diagram below. The direct connections are indicated using continuous arrows. Implicit connections are indicated using dashed arrows. Implicit connections are for example the data that it collected by the transmitters attached to the bikes and is saved in a database, but to get there it travels via the data truck before it is saved in the database.



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