

# Bridging the Gap Between Virtual Reality and Real World Automated Navigation

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## Project Abstract

The Virtual reality systems mentioned in the pages of early science fiction literature have materialized as integral parts of teaching, training, and testing methodologies of many sectors such as healthcare and education. However, their adoption has also spread to other sectors such as the armed forces and construction as the benefits of risk reduction, realistic scenarios, and increased situational insight become increasingly prevalent. We propose to continue this extension by using the same type of sensing methodologies found in state of the art VR systems and component off the shelf system (COTS) technology to control a group of autonomous vehicles within a given area. We anticipate increased levels of movement accuracy and control as we extend the application of the room-scale virtual reality system to the task of autonomous vehicles exploration within the confines of the sensors.