

EON Icube Educational Study at the ICT Lab in Cyprus



“Road traffic injuries are the leading cause of death among young people, aged 15–29 years.”

- World Health Organization, May 2015


EON Icube in a Traffic Education Study for Fourth-graders at ICT Lab in Cyprus

- Purpose = promote research and development in Cyprus
- Install and use cutting-edge, virtual reality equipment
- Supported by the Cyprus Research Promotion Foundation and the European Structural Funds
- Partnership between EON Reality, Cyprus University of Technology (ITC), University of Cyprus (Department of Computer Science) and Science Coordinator of the Immersive Creative Technology Lab



The EON Icube provides immersive Virtual Reality experiences. Copyright: ICT, 2015

Immersive and Creative Technologies (ICT) Lab

The background of the slide is a photograph of a virtual reality laboratory. It features several large projection screens that create a 360-degree immersive environment. The screens display a detailed, high-resolution image of a city skyline at night, with numerous skyscrapers and illuminated windows. The room's ceiling is visible, showing some technical equipment and lighting fixtures. The overall atmosphere is one of a high-tech, modern research facility.

- Department of Multimedia and Graphic Arts of the Cyprus University of Technology
- 3D Modelling and Virtual Reality Fields in Cyprus and Europe
- Directed by Dr. Charalambos Poullis

Student Interaction with EON Icube

- Fourth-grade students from the Second Primary School Ayios Athanasios in Limassol
- 3D scanning of objects
- Body tracking application using Kinect
- Augmented Reality
- Virtual Reality applications



Second Primary School Ayios Athanasios in Limassol Experience the EON Icube in November of 2013. Copyright: ICT, 2013

Goals and Purpose of Traffic Education Study

- Identify factors that affect/influence children with regards to traffic safety
- Use Virtual Reality technology to prevent life-threatening risks
- Aimed towards traffic education, specifically to improve road-crossing skills among children
- Learn in a Virtual, Immersive Environment before facing the world with the possibility of a fatality

Using EON's Icube to Educate Our Youth



Using EON's Icube to Educate Our Youth

- Children used the equipment and interacted in a 3D virtual environment
- Learn how to behave and react to possible traffic fatalities
- Learning through a controlled and safe learning environment



EON Icube being built from the ground up at the Immersive & Creative Technologies Lab (ICT Lab) at Cyprus University of Technology, for their first ever VR CAVE facility.

Preliminary Results

- Presented and announced at the International Conference on Computer Vision Theory Applications, 2014 and the Human Computer Interaction Conference
- Approved for funding under the Call 2011 Package Programme for Research, Technological Development and Innovation 2009-2010 of the Research Promotion Foundation, and co-financed by the European Regional Development Fund and the Republic of Cyprus.

Preliminary Results

- EON Icube installed at the Immersive and Creative Technologies Lab at the Cyprus University of Technology
- The Department offers postgraduate programs in these areas: Interactive Media MA, Msc Design and Development of Electronic Games and MA Graphic Communication.