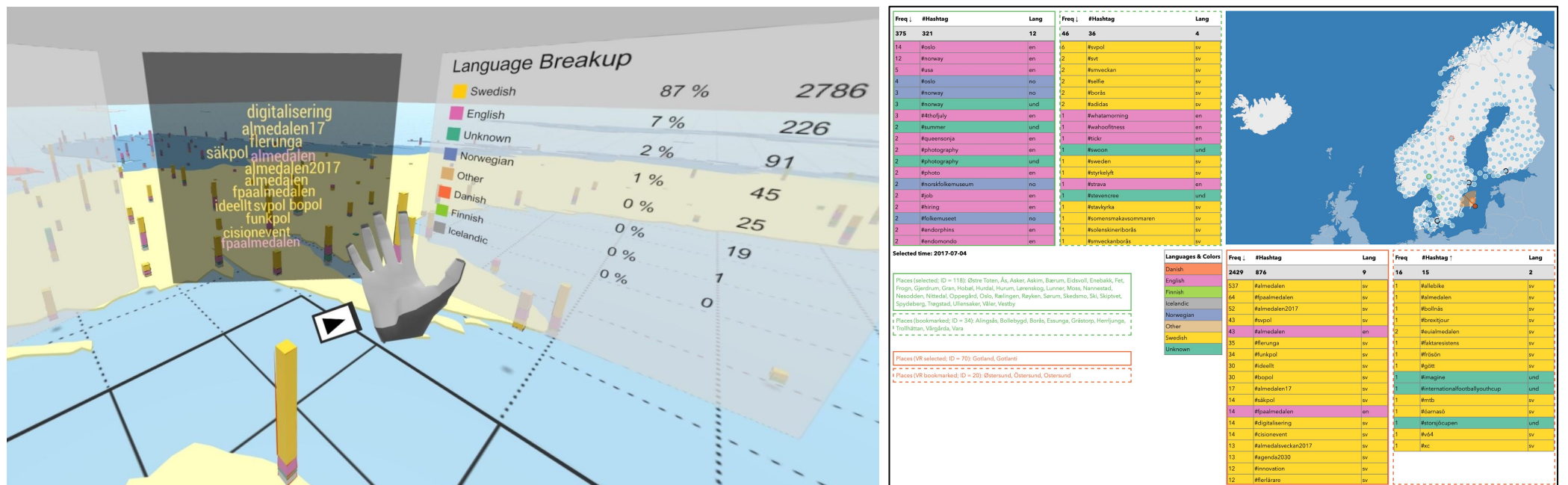


# DEMO of a Hybrid Asymmetric Collaborative Immersive Analytics System

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In the context of using immersive *Virtual Reality* (VR) within the domain of *Digital Humanities*, you are welcome to come check our hands-on demo in room K1081 (see map).

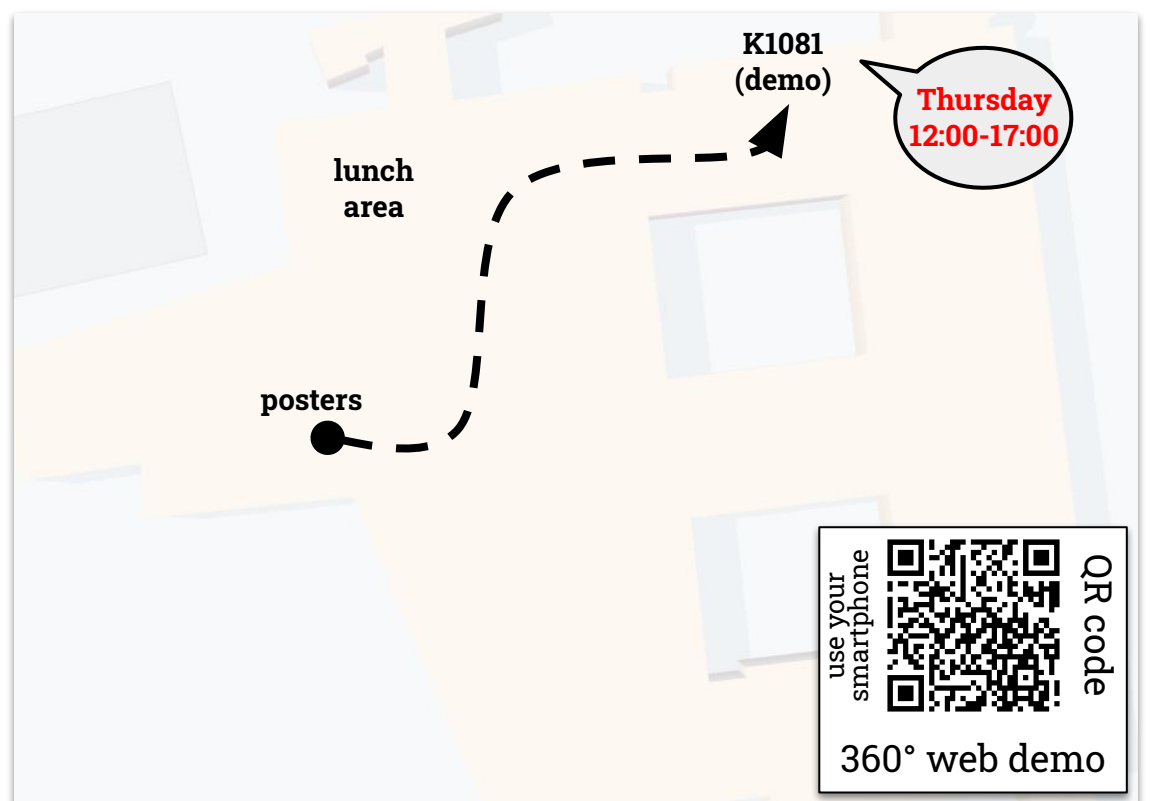


We present a hybrid Immersive Analytics system in order to support asymmetrical collaboration between two users during synchronous data exploration. The system consists of an immersive Virtual Reality application, a non-immersive web application, and a real-time communication interface connecting both applications to provide features to facilitate the collaborators' mutual understanding and their ability to make (spatial) references.

We recently conducted a user case study with pairs of language students, encouraging them to use the developed system for exploring a big multivariate Twitter dataset from a sociolinguistic perspective.

Based on the results of self-reported usability scores, log files, observations, and interviews, we were able to validate the approach in general, and gain insights in the users' collaboration with respect to awareness, deixis, and group dynamics.

This work has been the result of a cross-disciplinary collaboration between researchers from Computer Science and Languages, within the Centre for Data Intensive Sciences and Applications.



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