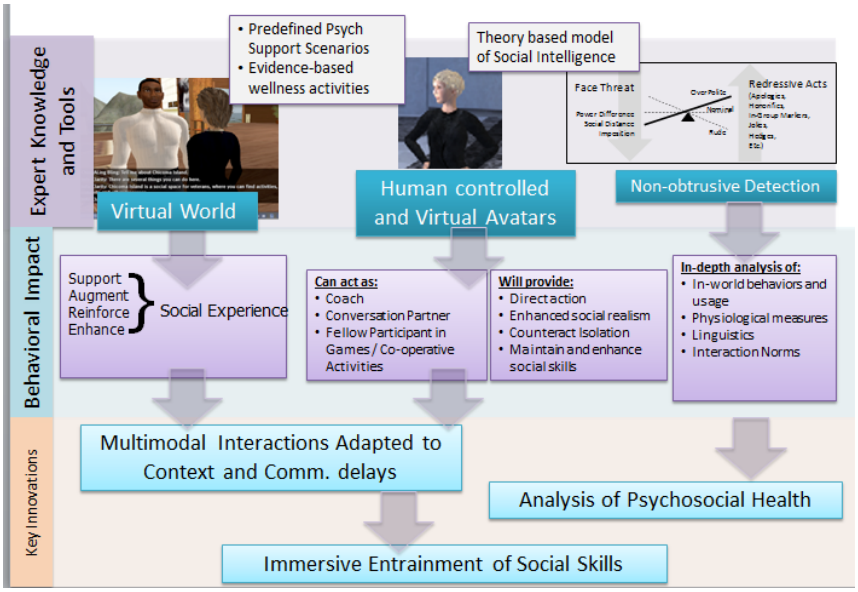
SIFT
Smart Information Flow Technologies

ALL THESE WORLDS LLC

ANSIBLE

A Network of Social Interactions for Bilateral Life Enhancement
...psychological and social health support for astronauts in long duration exploration missions.

ANSIBLE is a virtual reality tool for alleviating stressors associated with sensory and social monotony



Identification and Significance of Innovation:

- Use immersive and content rich Virtual Environments (VE) to counteract physical limitations of vehicle and habitat and combat sensory monotony.
- Use persistence of VE to augment asynchronous communications between crew and their social support systems (i.e. family, friends, colleagues) to minimize the impact of communication delays on interaction flow and enhance social connections.
- Support connection between crew with general public to combat social monotony.
- Use intelligent Virtual Agents (VAs) to act as real time conversational partners, aides, counsellors, and competitors in games to provide a rich social environment.
- Use customizable VAs to deliver Just In Time (JIT) interpersonal skills maintenance and rehearsal scenarios in a low social barrier setting for end users to test different strategies.
- Use non-intrusive methods such as usage data, physiological measures, and linguistics to detect psycho-social state to increase self-awareness and support.
- Use evidence based strategies to provide psychological wellness promoting activities.

Key Features

- Use geospatial affordance and persistence of virtual environments to enable collaboration of geographically distributed teams
- Recording capabilities to easily create and replay avatars with synchronized virtual actions (text, audio, position) and interactions with virtual objects without the need for software engineering
- Group events such as private conferences and public outreach activities
- Nature inspired immersive visual and audio stimulation presented through Virtual Reality Head Mount Display (HMD)
- Gamification strategies to increase wellness promoting activities
- Validation study underway at Hawaii Space Exploration Analog and Simulation (http://hi-seas.org).

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