

Mountains of Work!

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Abstract: Work tasks, whether in a workplace or a studying context, are normally numerous, differ in complexity and have to be prioritised in any given day. The success of this is largely dependent on time management skills, and we have tools such as day planners and Gantt charts to do this.

The research presented here features a transformation of such work tasks into a 3D scene. This spatialisation of work uses a landscape metaphor, borrowing from our innate ability to interpret landscapes to give an accessible representation of the work to be done. It works on the basis that we would much rather look at a landscape than sets of paperwork and/or computer files to get an idea of workload.

The landscapes are generated in a GIS from work project characteristics such as duration (= landscape area), difficulty (= landscape height), uncertainty (= smoothness of terrain) and importance. The latter characteristic is conveyed by centrality of the project in the landscape. They are then installed in a virtual environment where the user can interact with the spatialised content via an avatar. An attempt to spatialise the BSurv 3rd Year curriculum will be featured.