NAVIGATING 3D MAPS

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ABSTRACT

Today, internet-based 3d maps present navigation and wayfinding obstacles to the user, resulting in frustrated users and unusable applications. This paper introduces the reader to the concept of internet-based 3d maps and reviews current human spatial cognition research. In a first research attempt, relevant factors for navigation in internet-based 3d maps are identified, documented and combined into a model of navigation factors. The goal is to provide a theoretical basis for a framework in order to equip the user of internet-based 3d maps with better navigation tools and thus facilitating wayfinding and productable applications.

KEYWORDS: Geovisualization, internet based 3d maps, navigation, wayfinding, spatial cognition.