

EASY-VR: Nouvelles techniques logicielles pour faciliter la création d'espaces collaboratifs immersifs



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EASY-VR: Global Objective

Improve the development techniques of immersive and collaborative apps

- Reduce their development cost
- Speed-up their development

EASY-VR: Research axes

- **Domain-specific languages (DSL) and reusability**

Instead of developing a monolith app:

modules for each concern (scenarios, envs, etc.);

variability support (for reuse, e.g. families of apps)

DSL for working at good level of abstraction

- **Large Language Model (LLM)**

Training specialized LLMs for helping devs (code completion, quick-start, recommendations, etc.)

Consortium

- **DiverSE**
Inria/IRISA project-team in Software Engineering
Rennes
Arnaud Blouin, Mathieu Acher
- **Hybrid**
Inria/IRISA project-team in Virtual Reality
Valérie Gouranton
- **??**: collaborative envs (CSCW), rapid prototyping