



Levy, Richard

Professor, Faculty of Environmental Design

Selected Publications (2008-2011)

Journal Publications

Liua, I, Levy, R Jason J., Barton, S. Giuseppe, 2011. Age and gender differences in various topographical orientation strategies, Brain Research, In Press.

Levy, R., 2011. Virtual Reality: A Tool for Urban Public and Public Engagement. Computers in Urban Planning and Urban Management (CUPUM) Proceedings, Lake Louise, Alberta.

Levy, R., and P. Dawson, Predicting The Behavior of Game Players, Space Syntax and Urban "Playful Technology in History" SSHRC sponsored Symposium, Niagara-on-the-Lake, ON . April 30, 2010.

Dawson, P. Levy, R. Oetelaar, G, Arnold, A Lacroix D 2009 Documenting Mackenzie Inuit architecture using 3D laser scanning, Alaska Journal of Anthropology, 7 (2) 31-44.

Levy, R., and P. Dawson, Using finite element methods to analyze ancient architecture: an example from the North American Arctic, Journal of Archaeological Science, 36 (2009) 2298-2307.

Levy, R., G. O'Brien and A. Orich, "Predicting The Behavior of Game Players, Space Syntax and Urban Planning Theory as a Predictive tool in Game Design, VSMM Conference Proceedings, IEEE, 2009, pp 203-208.

Levy, R. and Dawson, P , Exploring Thule Culture—Constructing Virtual Worlds for 3D Theaters, Computer Applications and Quantitative Methods in Archaeology, Williamsburg, VA, 2009.

O'Brien, Mary Grantham, Richard M. Levy, and Annika Orich. "Virtual Immersion: The role of CAVE and PC technology." CALICO Journal 26:2, January 2009.

O'Brien, Mary Grantham, and R. Levy. "Exploration through virtual reality: Encounters with the target culture." Canadian Modern Language Review. June, 2008.



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Levy, R. and Dawson, P. Structural Analysis, A Tool for Testing 3D Computer Reconstructions of Thule Whalebone Houses, Computer Applications and Quantitative Methods in Archaeology, Proceedings 2007, 2008, pp. 134-39.

Books:

Levy, R., and P. Dawson, Interactive Worlds as Educational Tools for Understanding Arctic Life, in press, 2011.

R. Levy, Laser Scanning, a Tool in Archaeology and Architectural Preservation in Archaeology, edited by P. Dawson, Thomson Nelson, Scarborough, ON Publishers, 2008, 522-523.

Katz, L and J. Parker, H. Tyreman and R. Levy, Virtual Reality, WIT Press, Southampton, Boston, 2008.