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(54) **APPARATUS AND METHOD FOR RECORDING REAL TIME MOVEMENTS AND EXPERIENCES FOR SUBSEQUENT REPLAY IN A VIRTUAL REALITY DOMAIN**

(52) **U.S. Cl. .... 342/358; 342/375**

(57) **ABSTRACT**

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Alastair Jenkins, Etobicoke (CA)**

An apparatus to permit real time movements and events experienced by one or more individuals to be recorded for subsequent replay in a virtual reality domain. The apparatus comprises a GPS receiver for receiving a plurality of GPS signals, a processor operatively connected to the GPS receiver and programmed to calculate the position of the receiver relative to the surface of the earth, a memory module operatively connected to the processor, and means to permit data corresponding to the movement of the GPS receiver and data corresponding to events experienced by the operator to be downloaded into the memory of a secondary processor. The processor stores in the memory module data corresponding to the calculated position of the GPS receiver and the movement of the GPS receiver for a given time interval. The memory module also stores data corresponding to specific events experienced by an operator of the apparatus during the time interval. After the data has been downloaded into the memory of a secondary processor the events experienced by the operator and the movement of the receiver may be replayed in a virtual reality domain.

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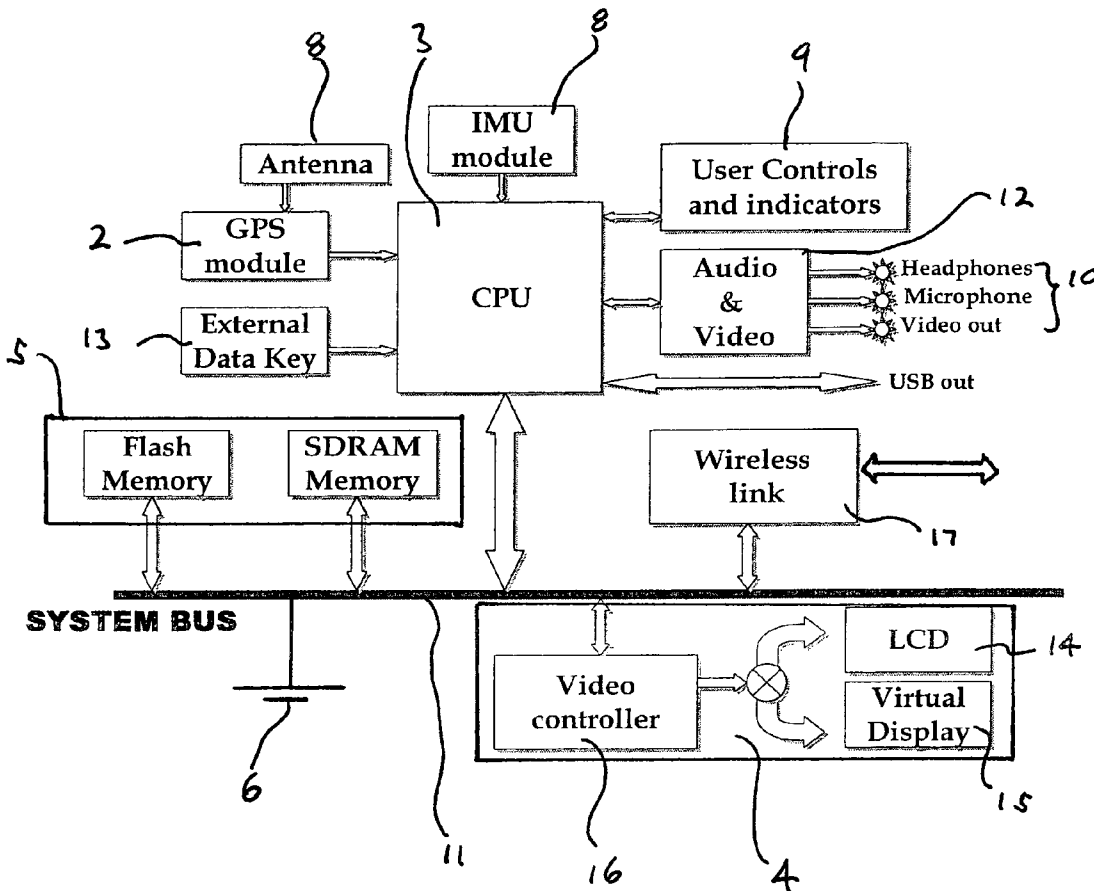
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**Publication Classification**

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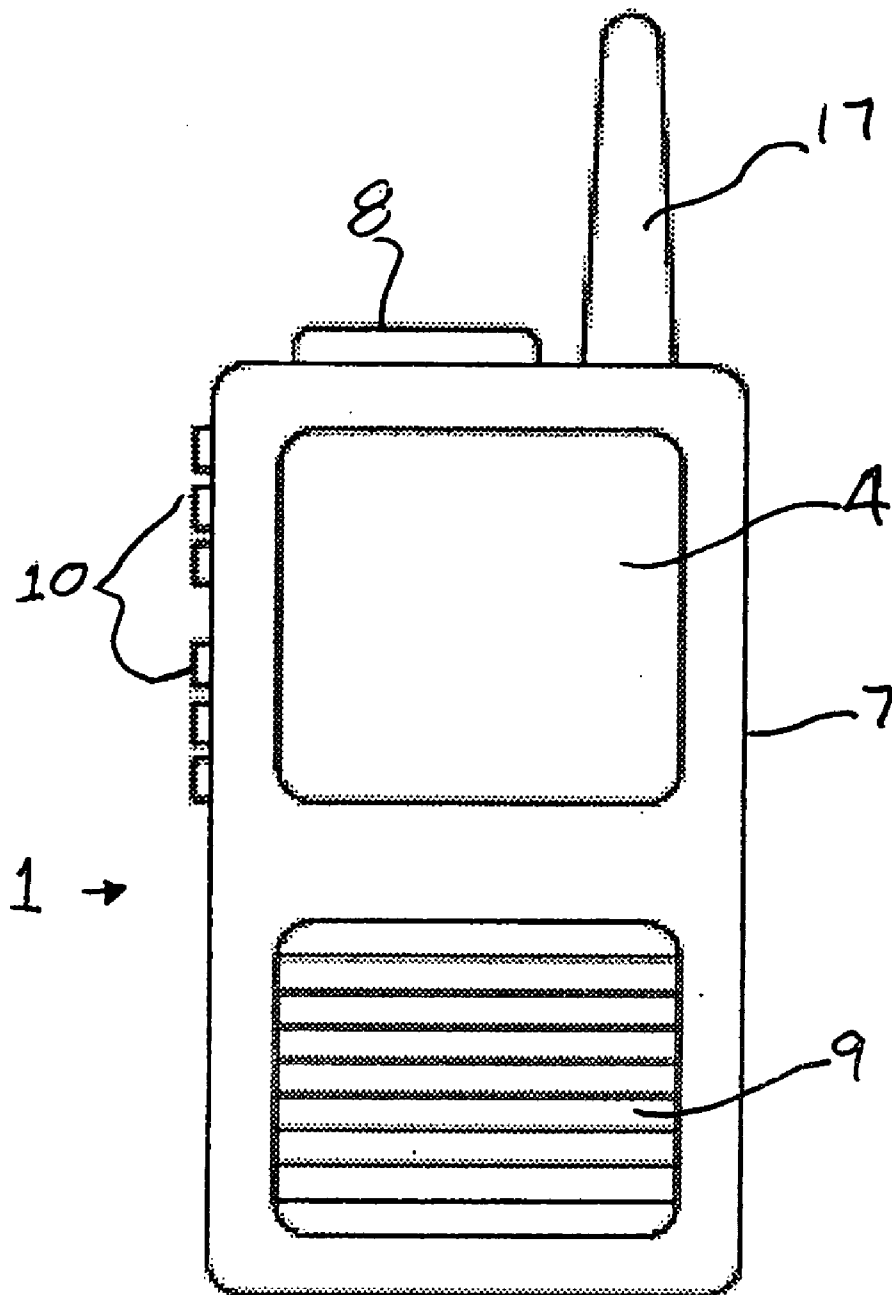


Fig 1

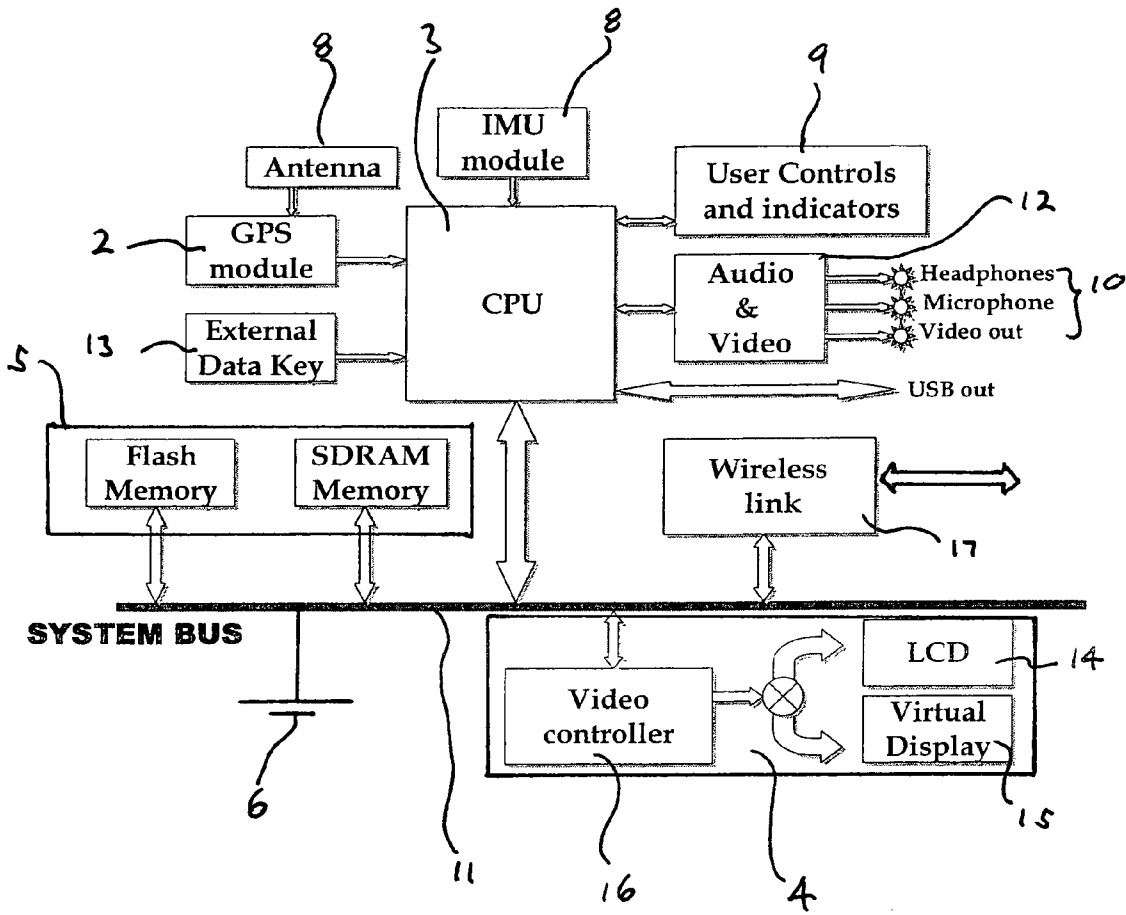


Fig 2

Fig 3

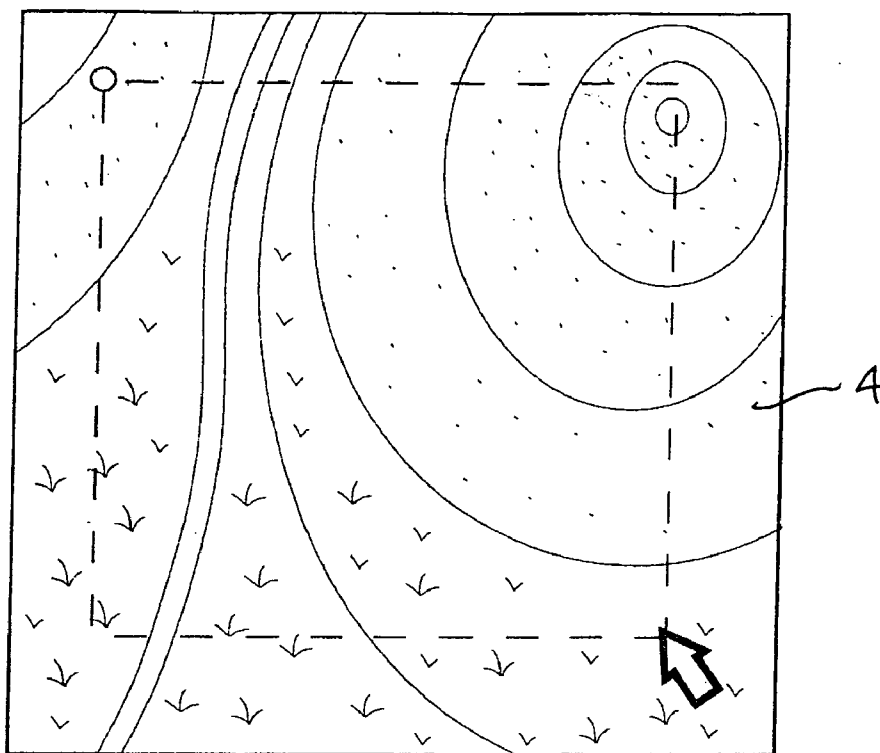


Fig 4

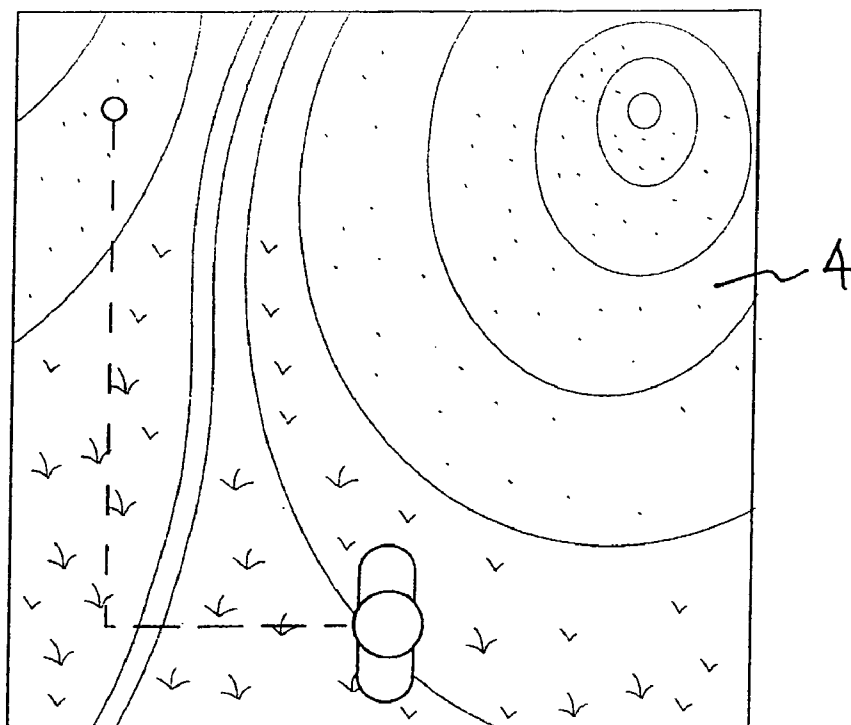


Fig 5

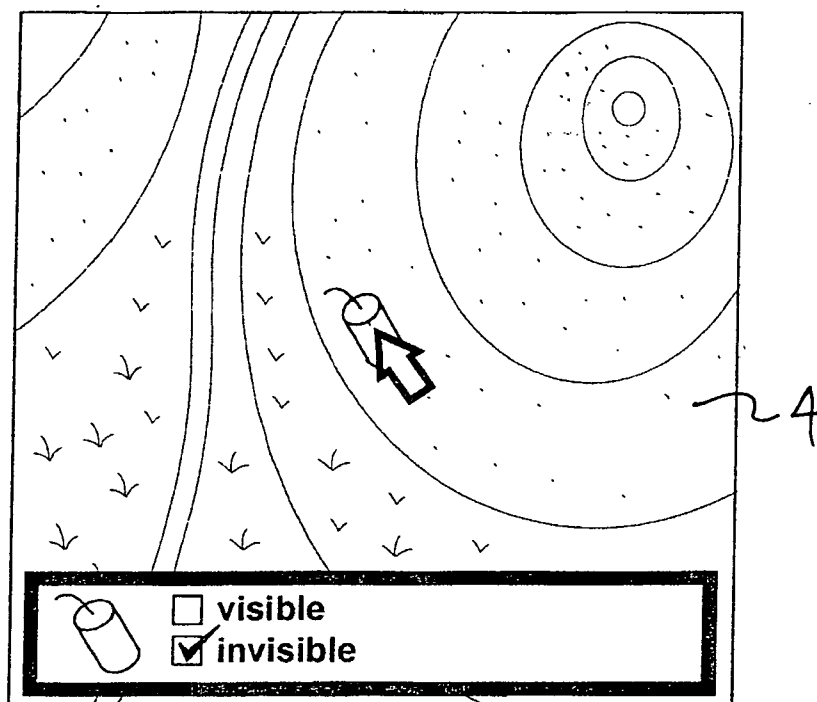
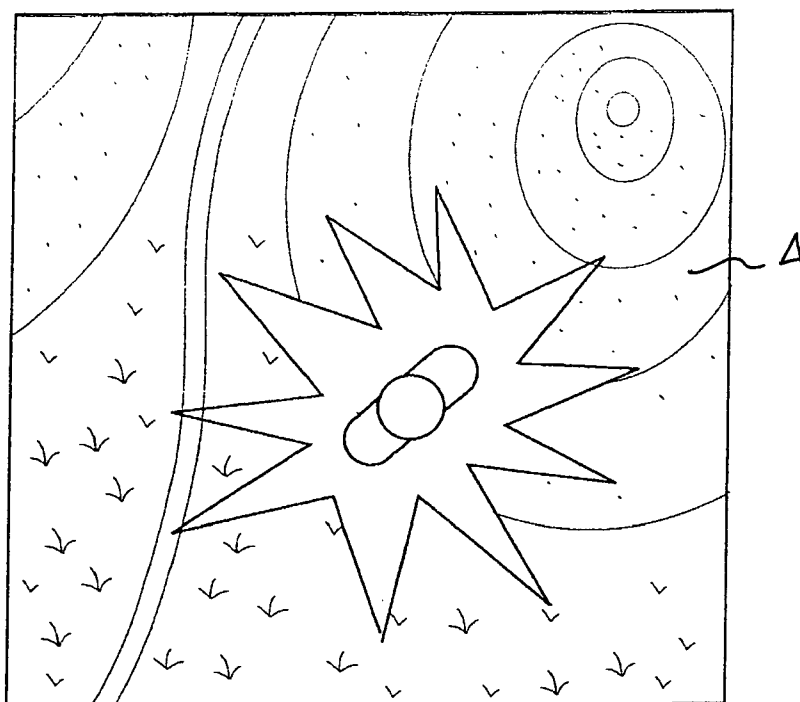


Fig 6



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