



Media Coverage

WALL STREET JOURNAL - SEPTEMBER 1995 (Shiela Muto)

The Aquathought Foundation is filling a gap left by the virtual reality industry that mostly offers competitive, shoot-em up adventures. Aquathought offers Cyberfin - which simulates a swim with friendly sea mammals and studies the therapeutic benefits of contact with dolphins.

WIRED - DECEMBER 1994 (Mark D. Pesce)

David Cole of Aquathought, has developed an elegant way of bringing the dolphin swim experience to people everywhere. Cyberfin, a dolphin encounter simulator, isn't the standard VR we've grown so bored with. Cyberfin qualifies as the first VR that's as comfortable as it is enticing. Cyberfin can express what sound feels like to a dolphin, and makes dolphin clicks feel like a massage. You'll find it easy to daydream you're really playing with dolphins somewhere off the Florida Keys!

MOTHER JONES - FEBRUARY 1995 (Richard Blow)

Cyberfin, a virtual interaction with dolphins, makes you feel like you're floating in a pool with real dolphins. As I lay on a water mattress inside Cyberfin, I'm floating in a pool as two dolphins zip by me. Their whirs and clicks surround me - my skepticism fades into curiosity and wonder. One of them swims directly toward my face, and with a flip of his tail, the dolphin disappears. I find myself hoping that it will come back soon!

ADVANCE FOR RADIOLOGIC SCIENCE PROFESSIONALS - JULY 1995 (Scott Hatfield)

Aquathought is hopeful that more Cyberfin units will be used for therapeutic purposes like the one installed at the Loma Linda University Medical Center being used to help calm children following surgery. For that reason, the Aquathought Foundation is working to document some strong statistical and physiological information on the benefits of dolphin interaction.

COMPUTER DESIGN - NOVEMBER 1994

The term "fully immersive" is being put to the test when the experience to be modeled is being in the water with dolphins. The VR simulation of Cyberfin is a combination of a neurophone, 3D video images, and a VibraSonic table, enabling you to hear the ocean as an acoustic world; hearing with your body, not just your ears.

WIRED NEWS - JUNE 1998 (Judy Byan)

Whereas typical virtual realities have been raucous environments that agitate users, people riding Cyberfin report feeling intensely relaxed and calm after their virtual swim. Cyberfin's developers see the experience as a way to raise consciousness about dolphins and inspire people to learn more about them. The New Jersey State Aquarium who has Cyberfin in-house, reports a steady stream of people lining up and interested in going for a virtual ride.

VIRTUAL REALITY - JUNE 1995 (Barbara Hanscome)

Searching for a scientific explanation behind the healing effect of dolphins, Aquathought developed a VR experience called Cyberfin - probably the closest thing you can get to meeting a dolphin face to fin without getting wet! Cyberfin employs some unique technology to deliver the feeling of echolocation energy and the overall intensity of an actual dolphin encounter.

Cyberfin Television Coverage

Beyond 2000

Discovery Channel & International Syndication

Nextstep

Discovery Channel & International Syndication

CNN Science & Technology

CNN, Headline News, CNN Airport Channel

BBC Future Fantastic

BBC in Europe, The Learning Channel in the United States

ABC Discovery News

Discovery Channel & International Syndication

The New Edge

CNET, The Learning Channel, Bravo Network & International Syndication

Conference Presentations and Tradeshows Where Cyberfin has been Demonstrated.

SIGGRAPH 94

Orlando, Florida

Medicine Meets Virtual Reality 95

San Diego, California

International Symposium on Dolphin-Assisted Therapy - 1995

Cancun, Mexico

IAAPA 97

Orlando, Florida

MEDIARTECH 98

Florence, Italy