

Evaluating Immersive Experiences

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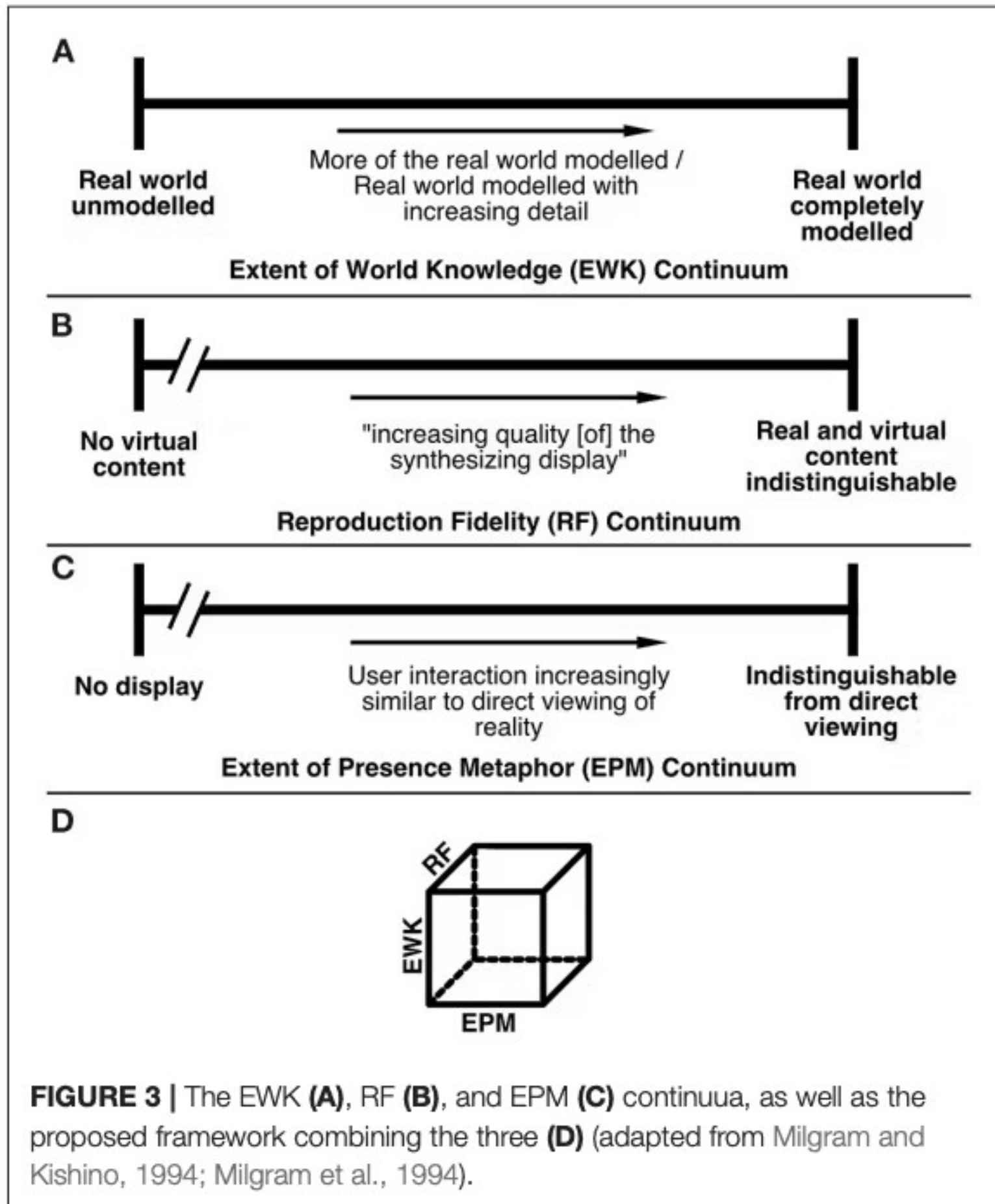
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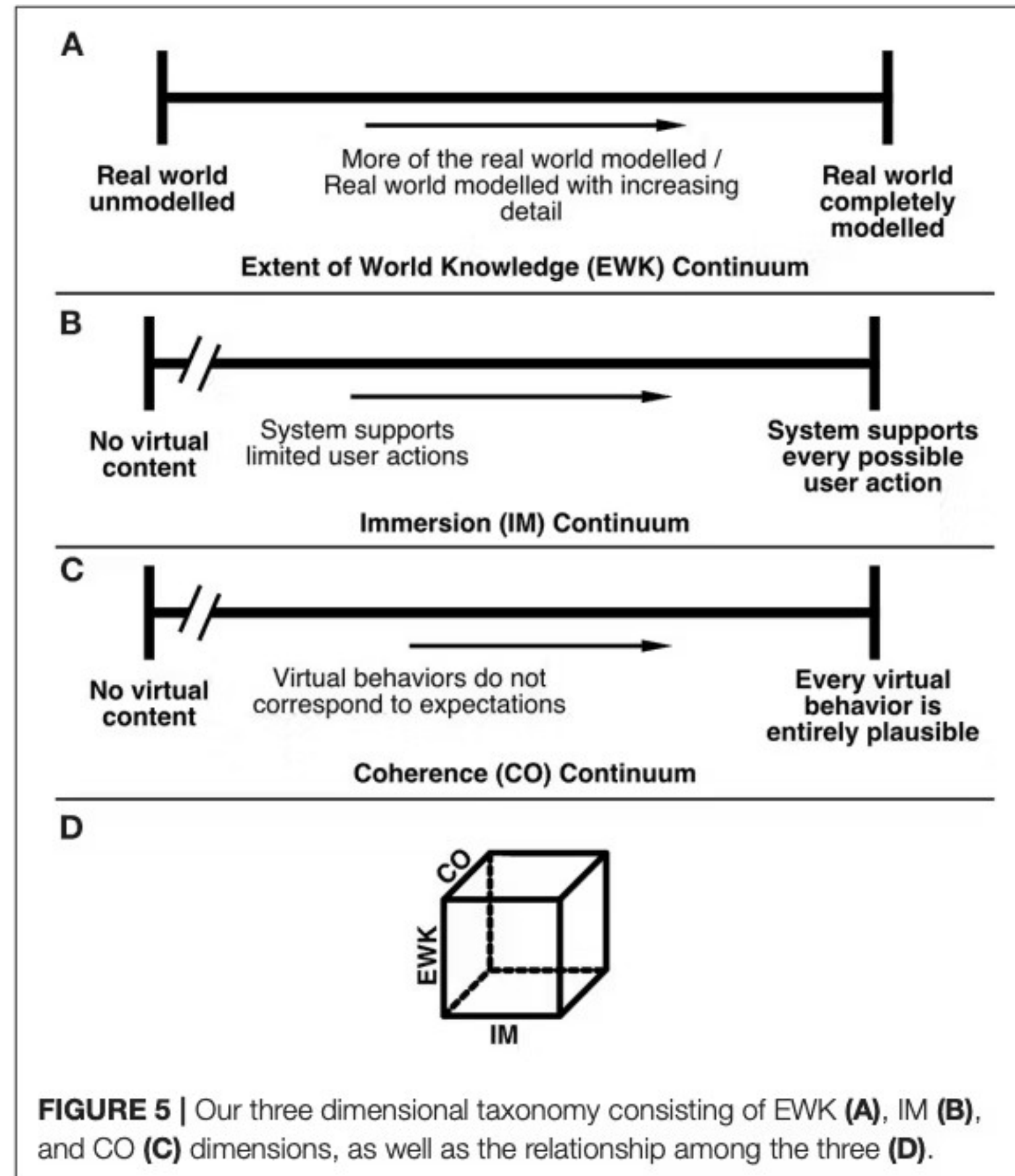
Notes

- Zoom link lecture vs lab
- Live stream (Zoom) recordings
- assignments



Dimensions of RV Continuum

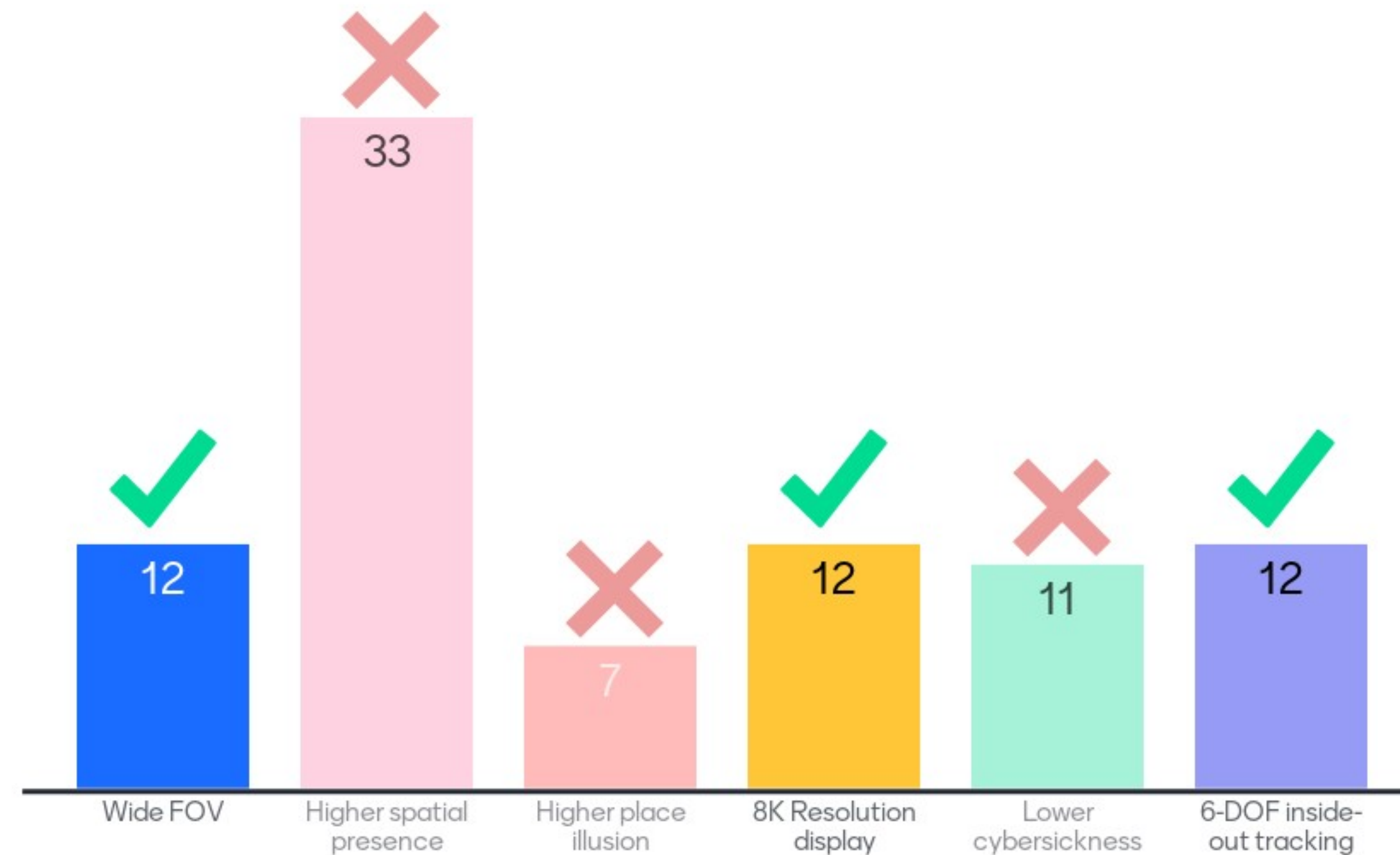
- EWK is how much system understands the real world
- RF is how realistic the assets are
- EPM is how interaction affords realism
- <https://doi.org/10.1117/12.197321>



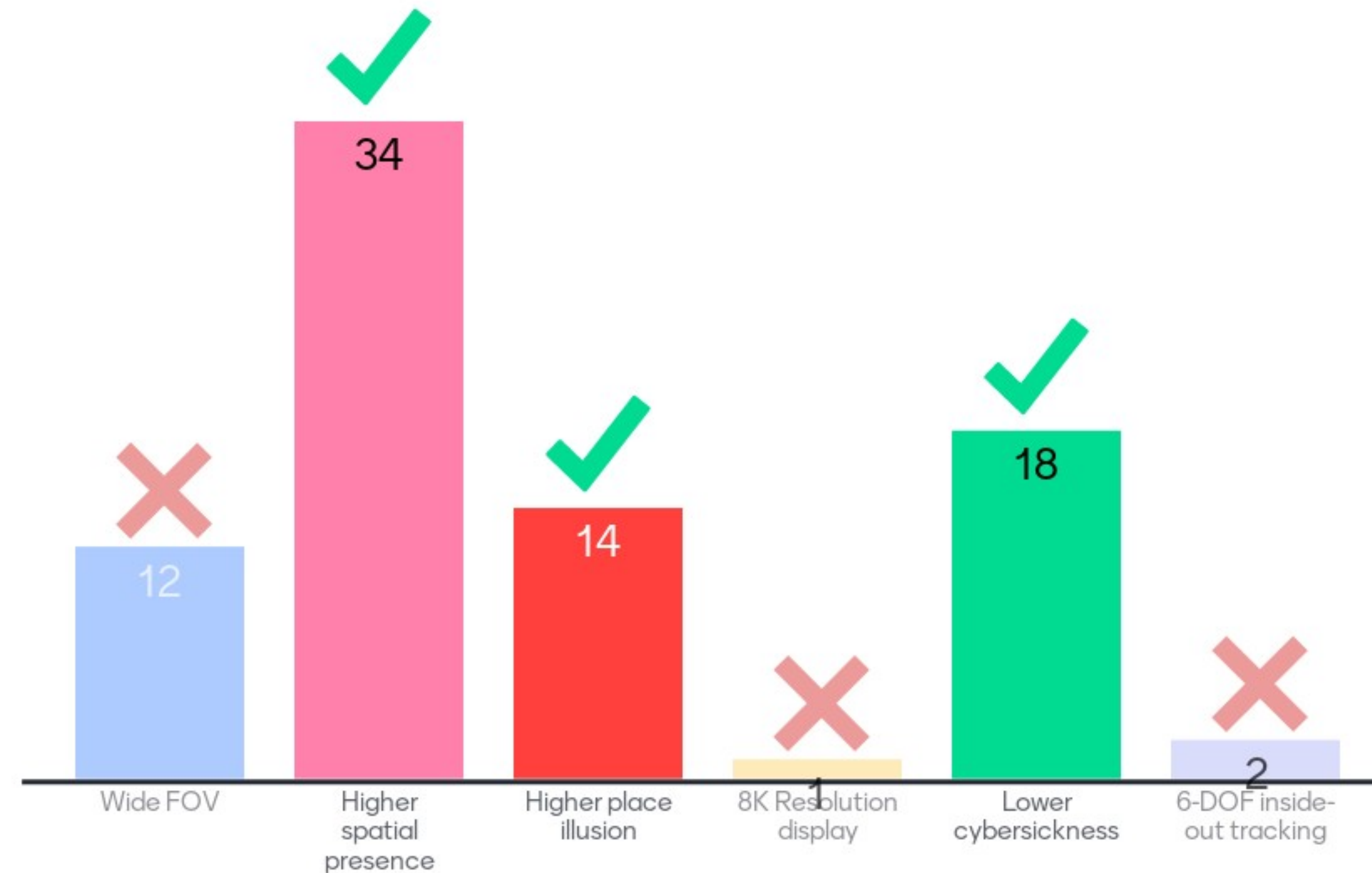
Revisiting the RV Continuum

- combined the RF and EPM into IM (our THE article came before this 😊)
- added CO to represent the user
- note that this but one academic paper
- common perception of MR is different
- <https://doi.org/10.3389/frvir.2021.647997>

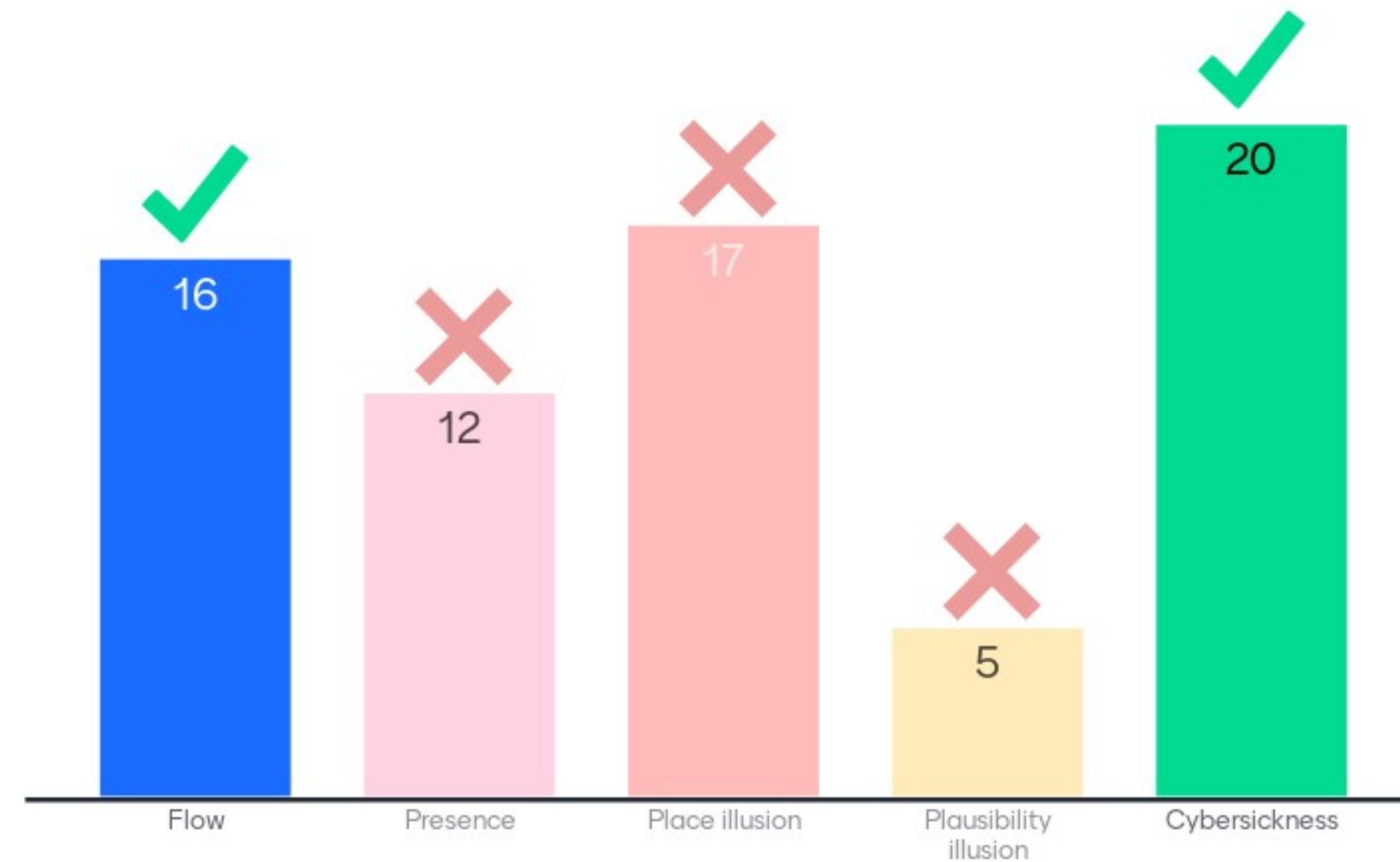
Which of the following describes immersion from a systems perspective?



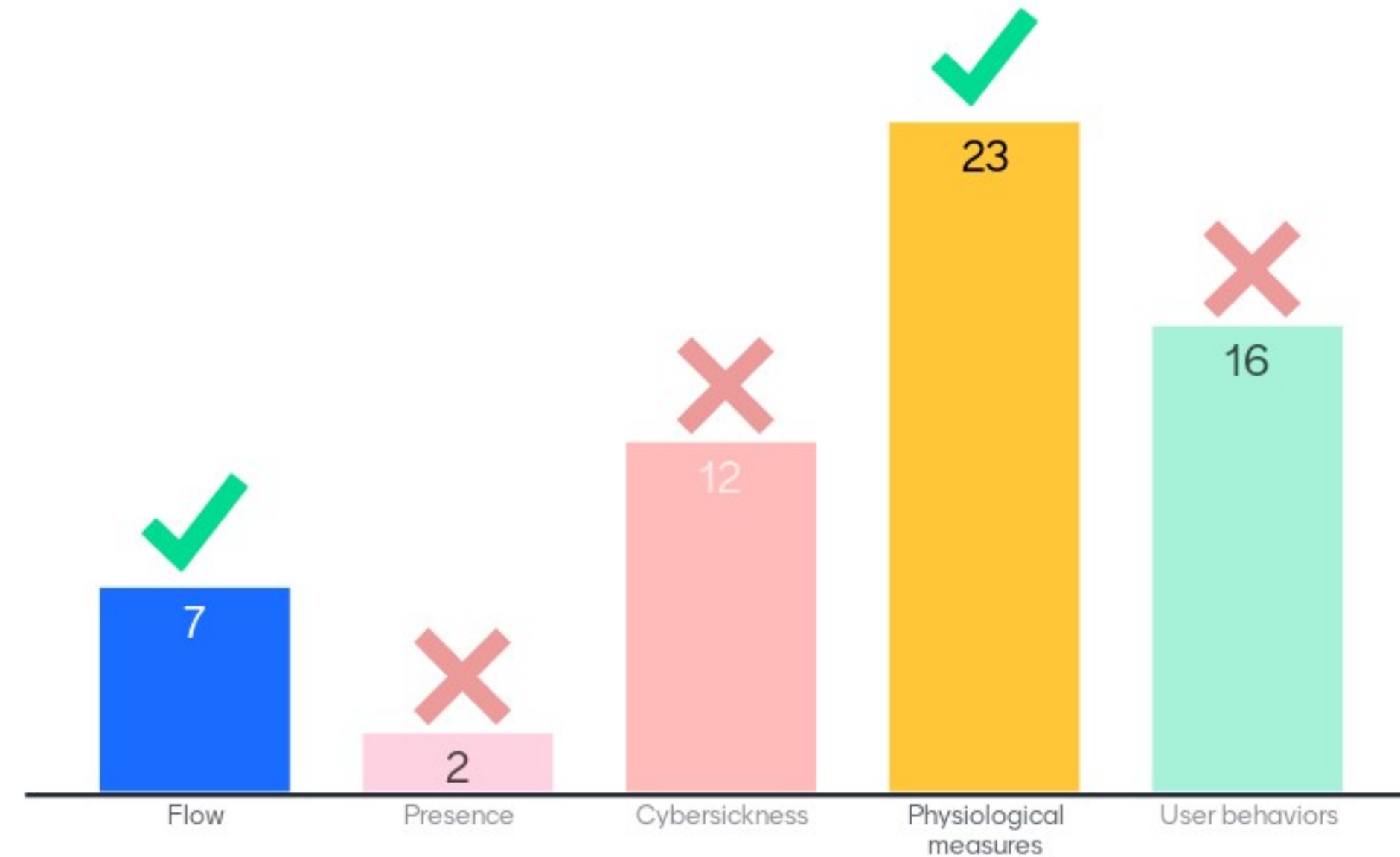
Which of the following describes immersion from an experiential perspective?



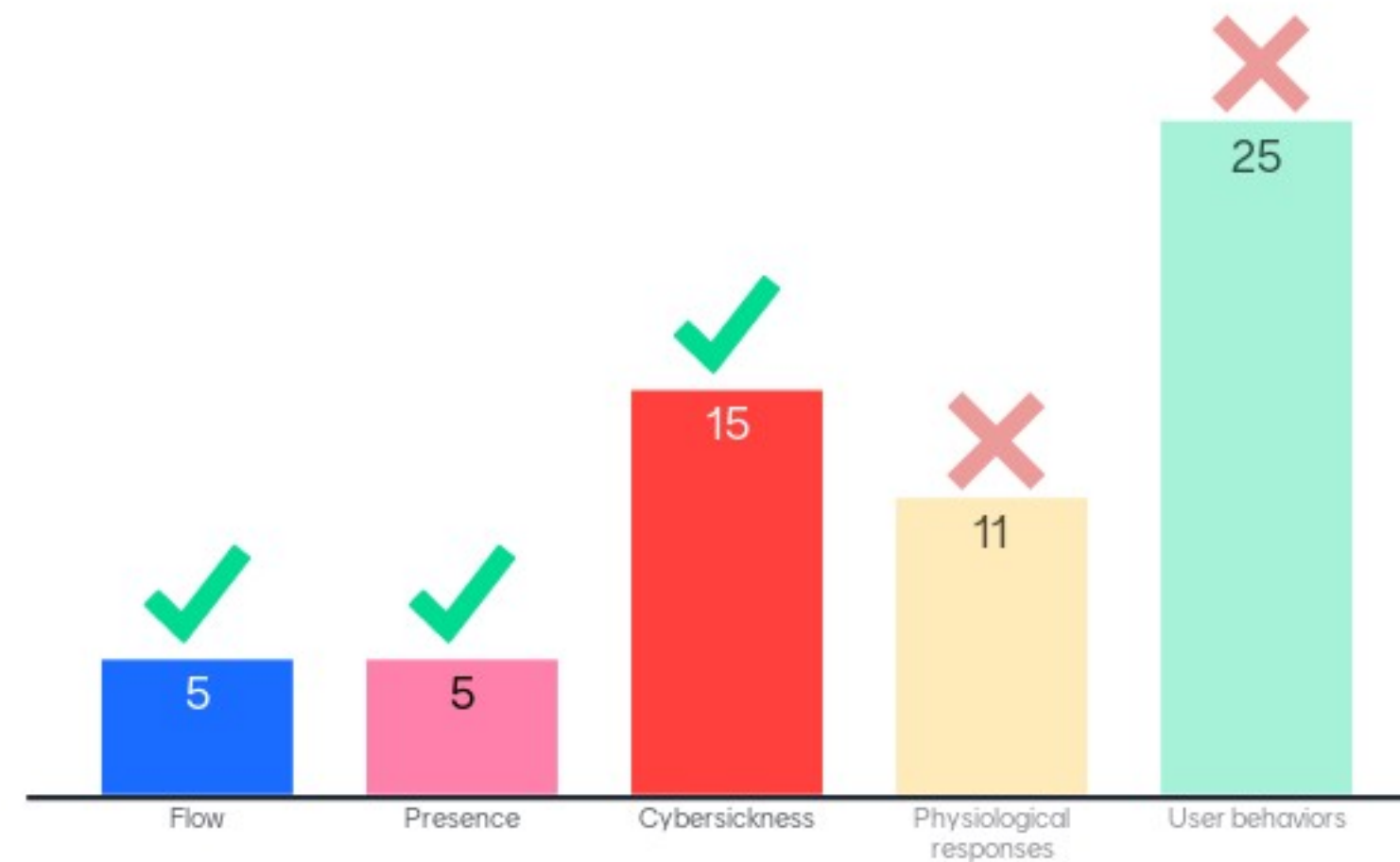
What experiential constructs were analysed in the user study in the paper on "Exploring Gameplay Experiences on the Oculus Rift"?



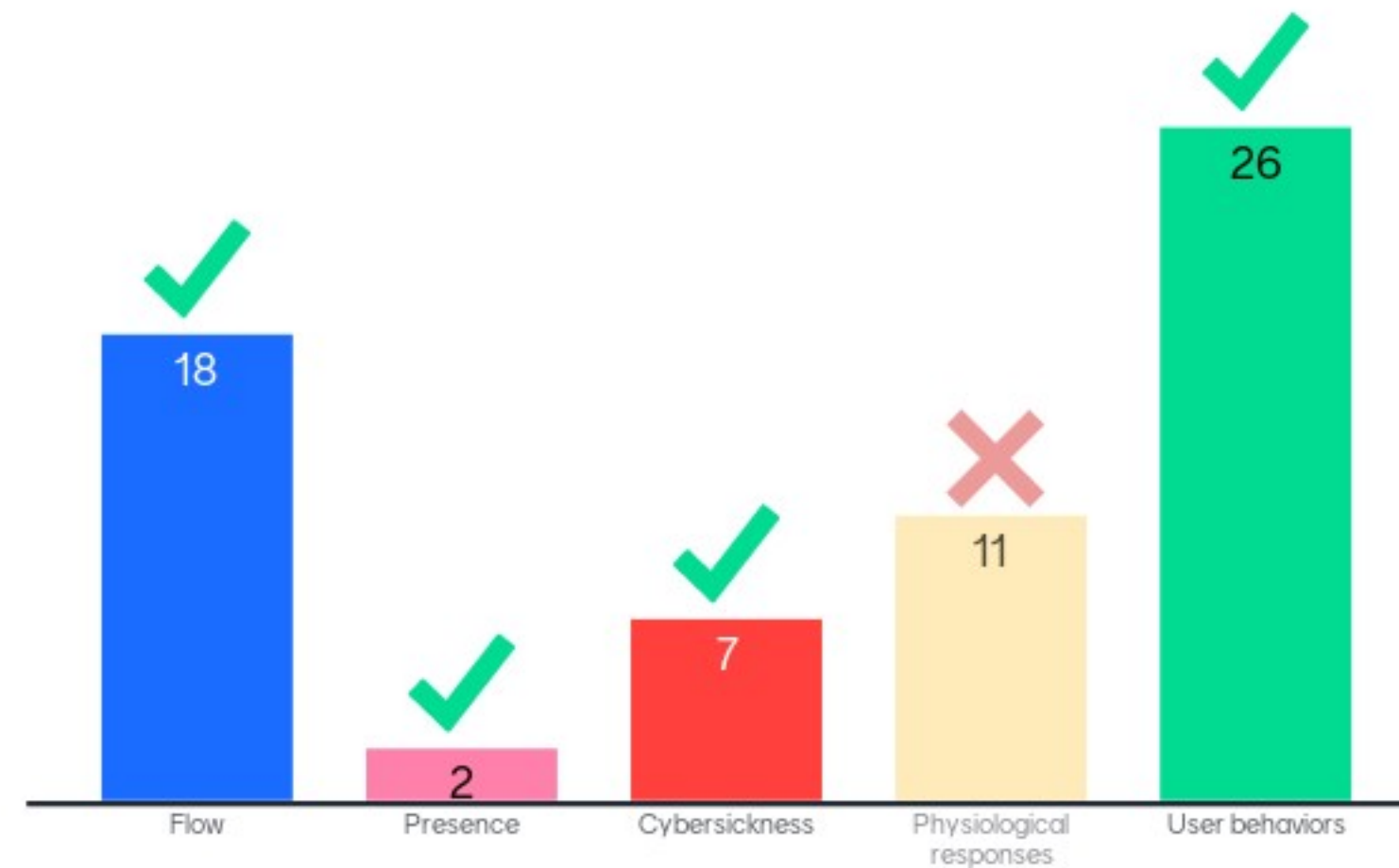
What quantitative data was analysed in the user study in the paper on "Exploring Gameplay Experiences on the Oculus Rift"?



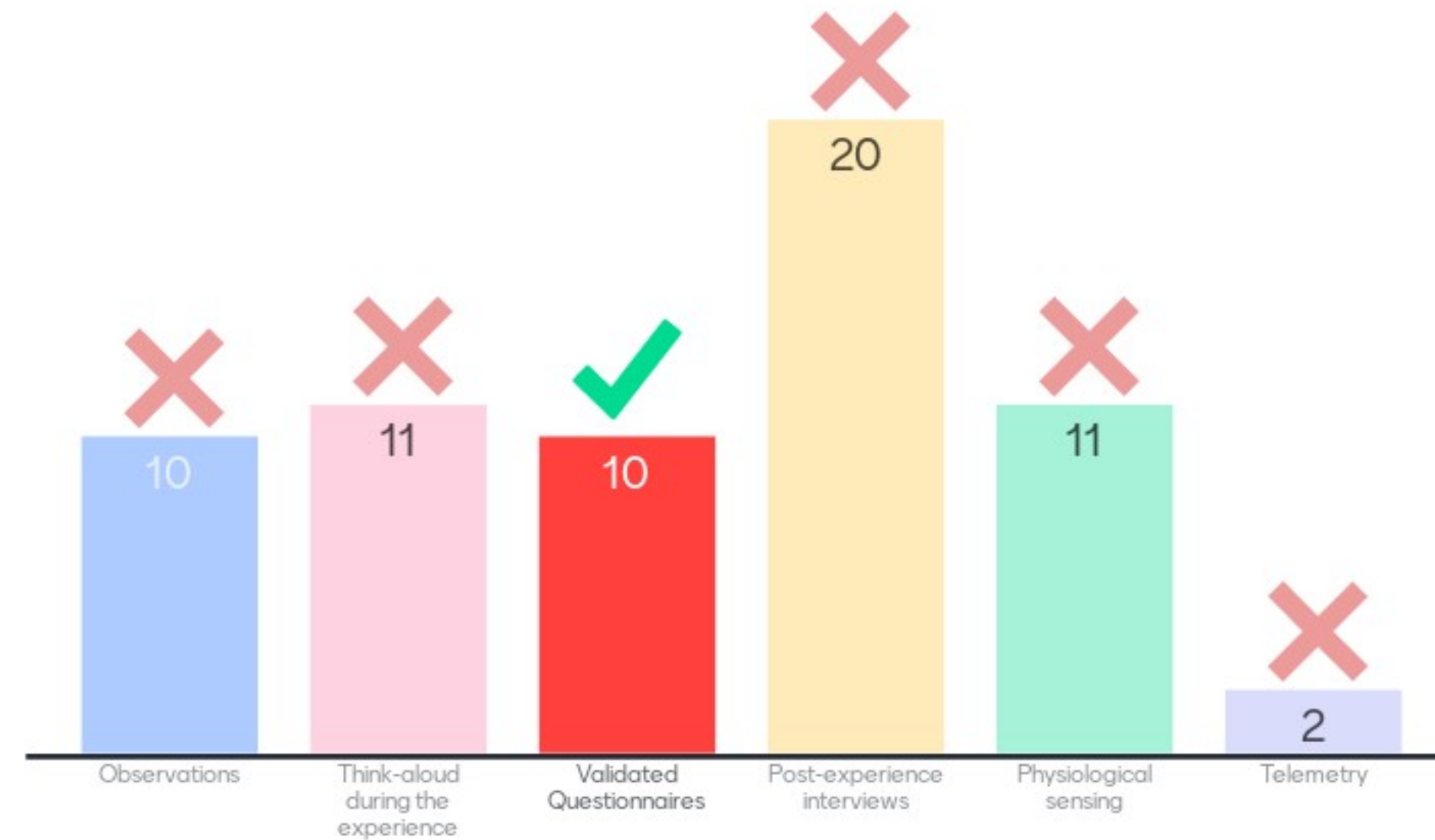
What quantitative data was analysed in the user study in the paper on "Understanding User Experiences Across VR Walking-in-place Locomotion Methods"?



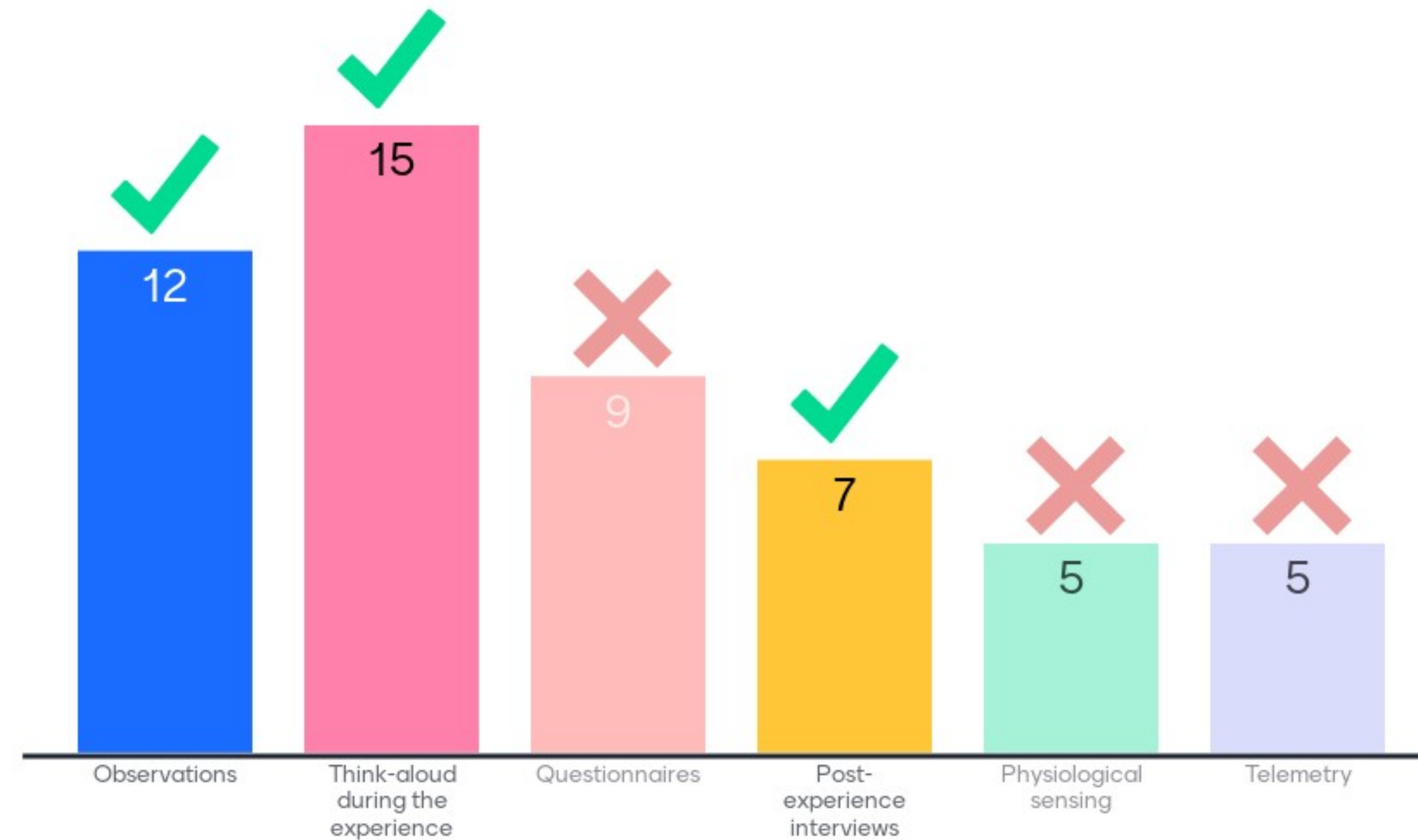
What qualitative data was analysed in the user study in the paper on "Understanding User Experiences Across VR Walking-in-place Locomotion Methods"?



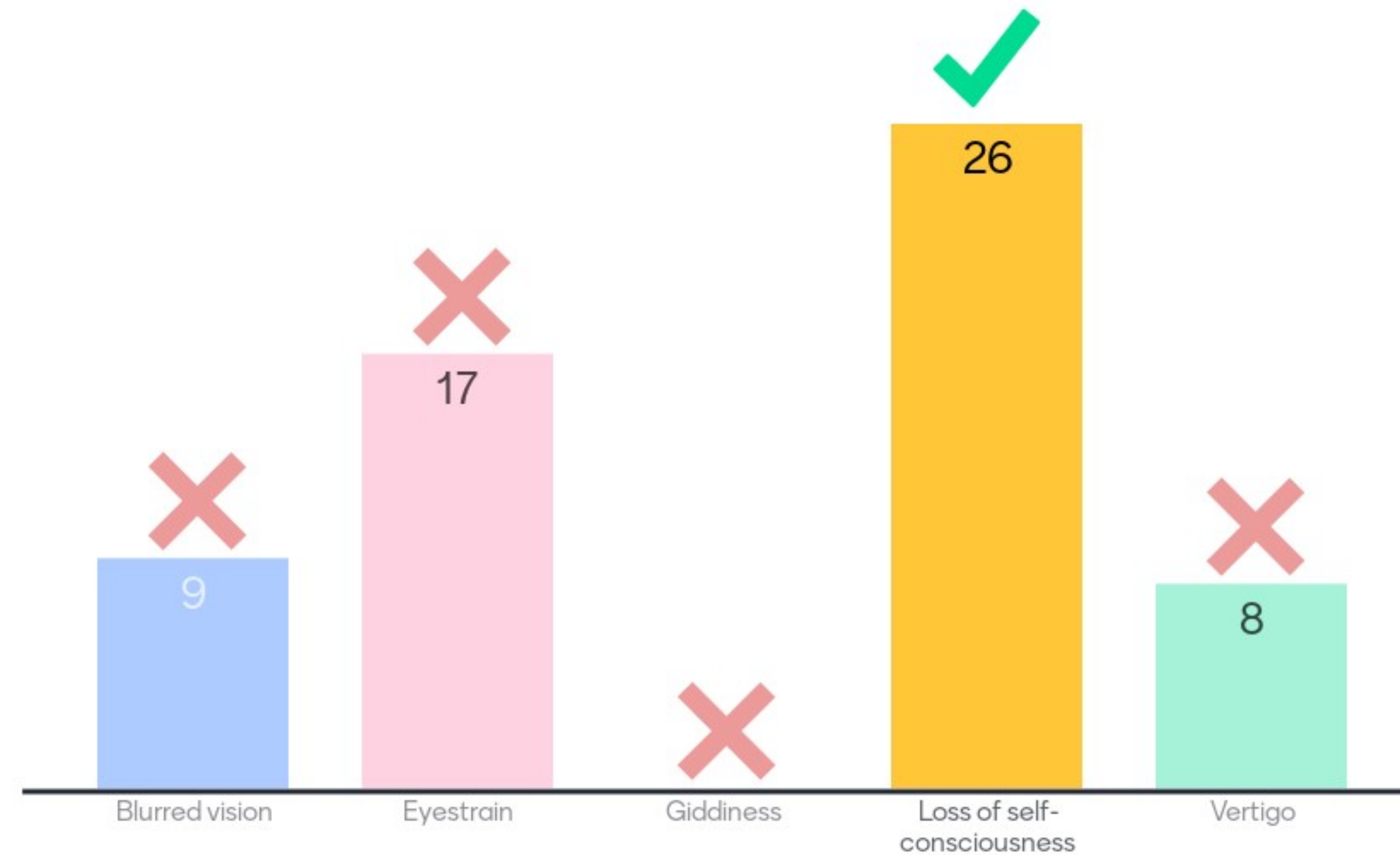
What type of data allows us to answer this research question in the most direct and convincing fashion?



What is the best type of data to answer this research question?



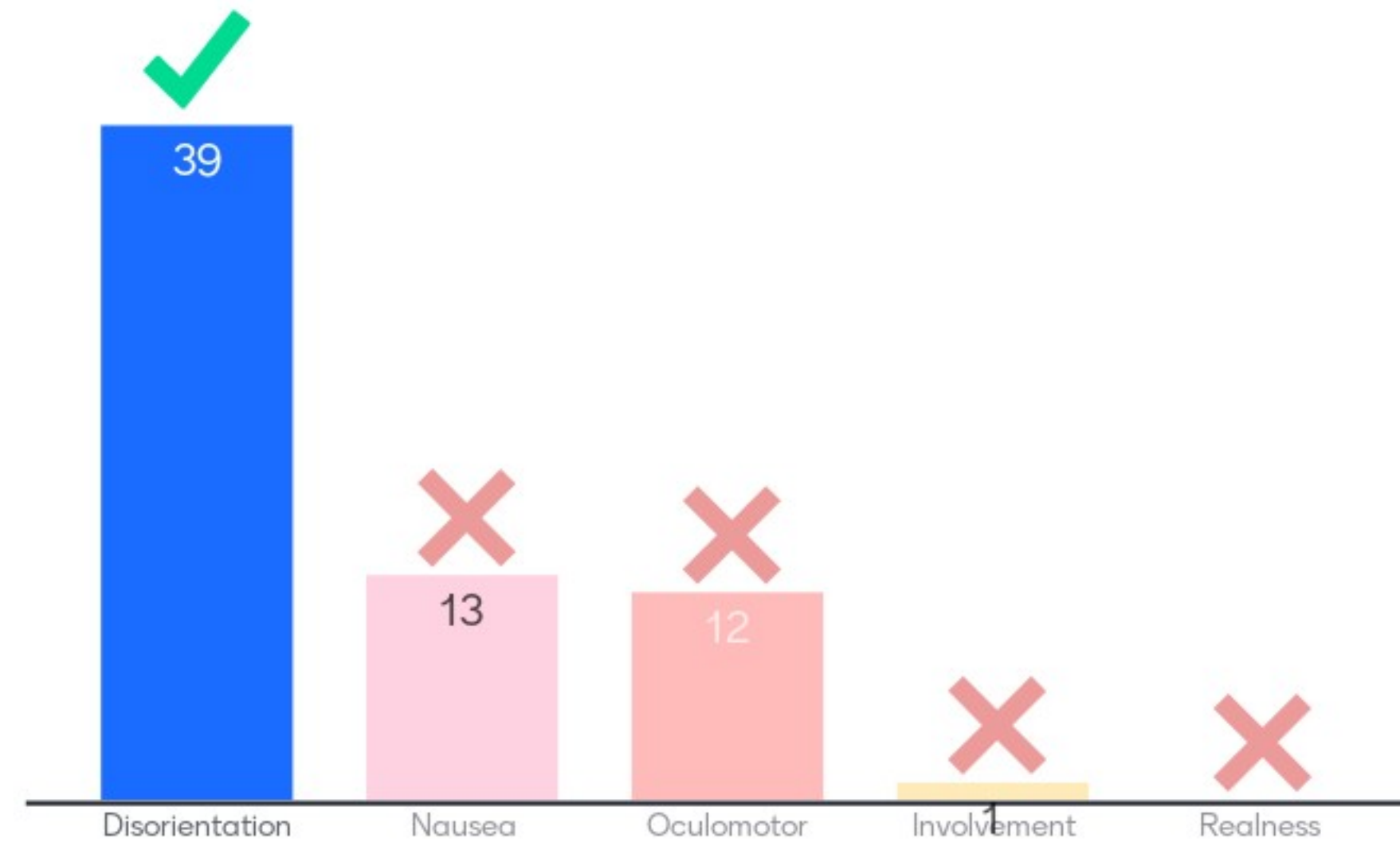
Which of the following is NOT a symptom of cybersickness?



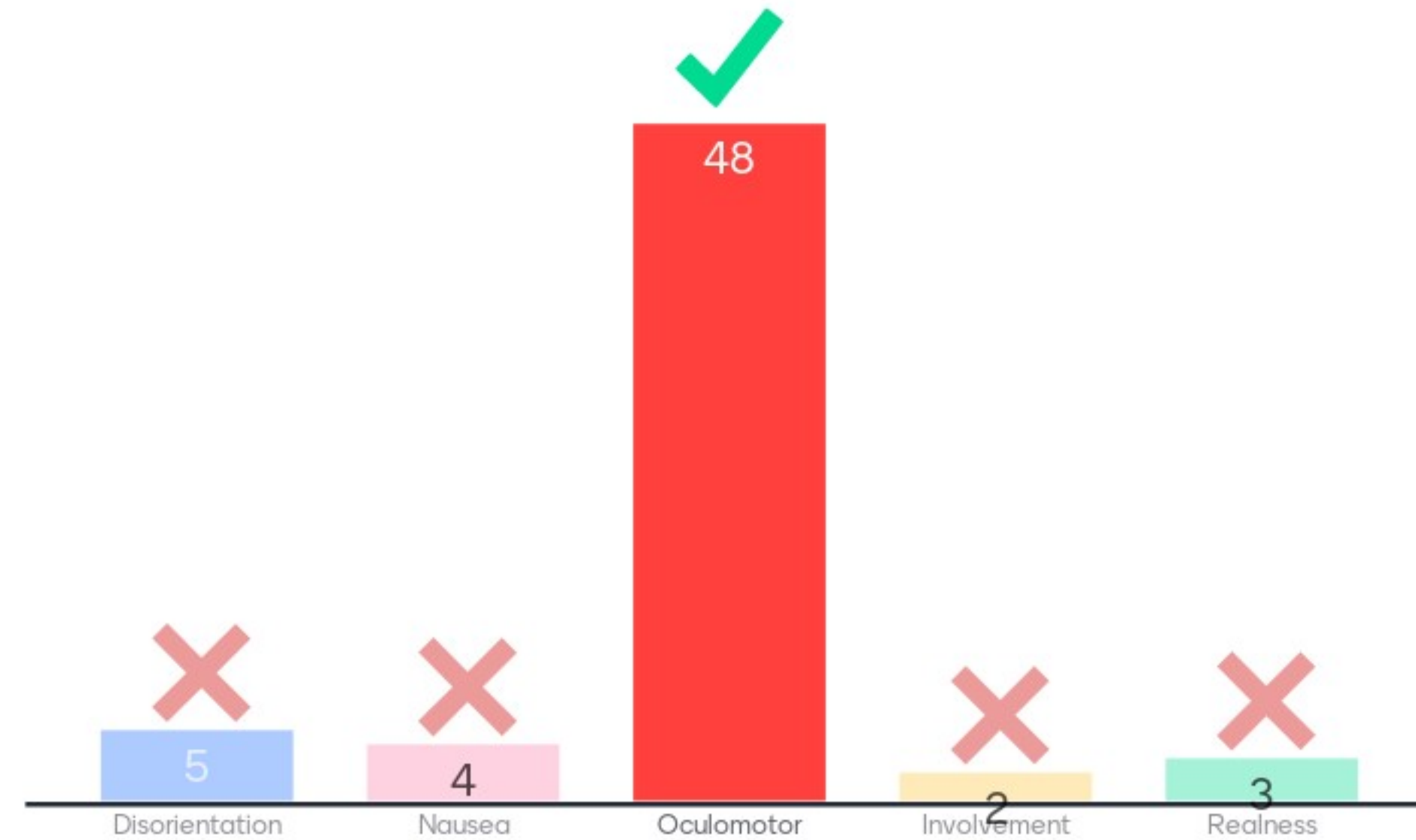
Leaderboard



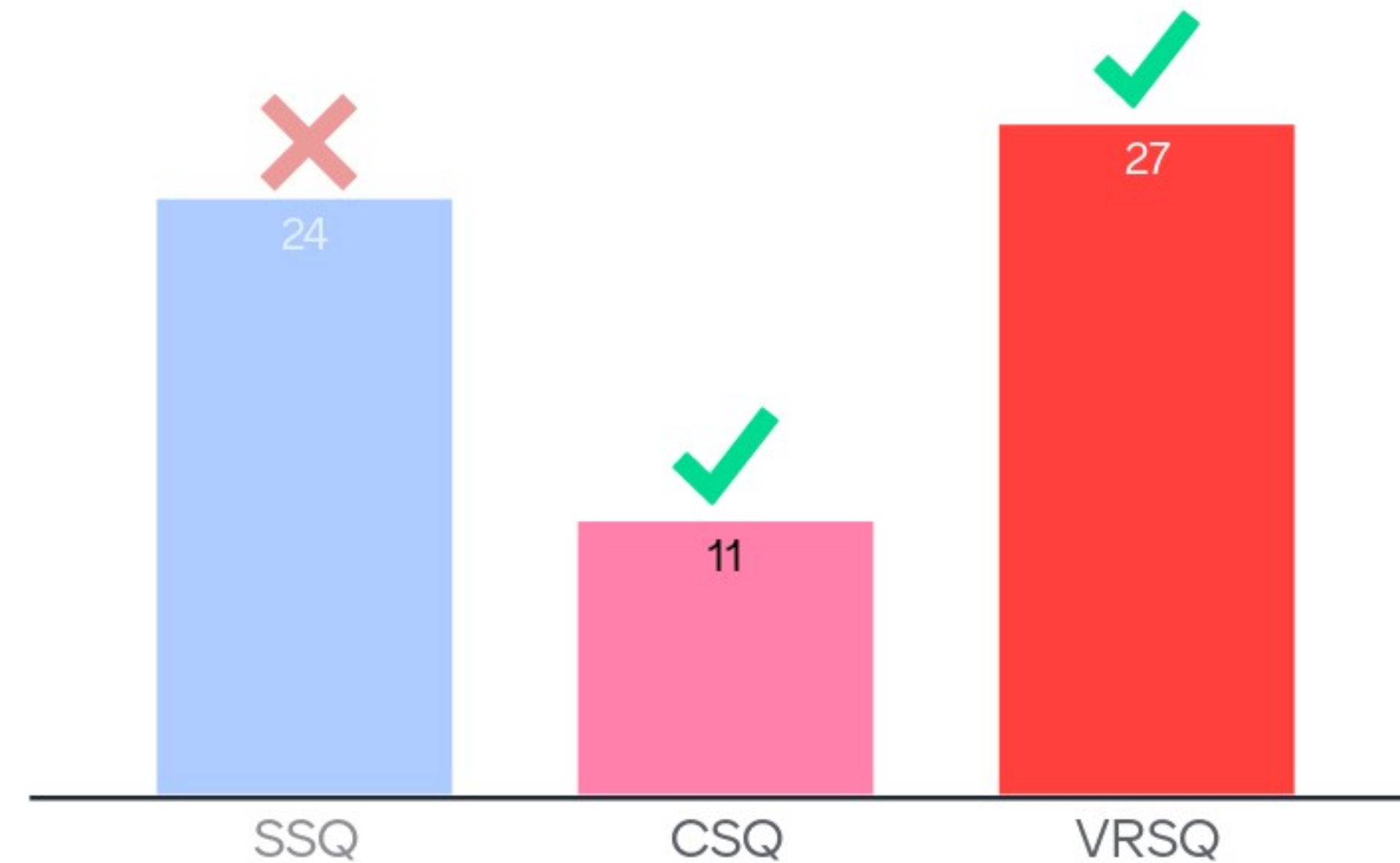
"This one feels dizzyier than the previous one." - What dimension of cybersickness is this?



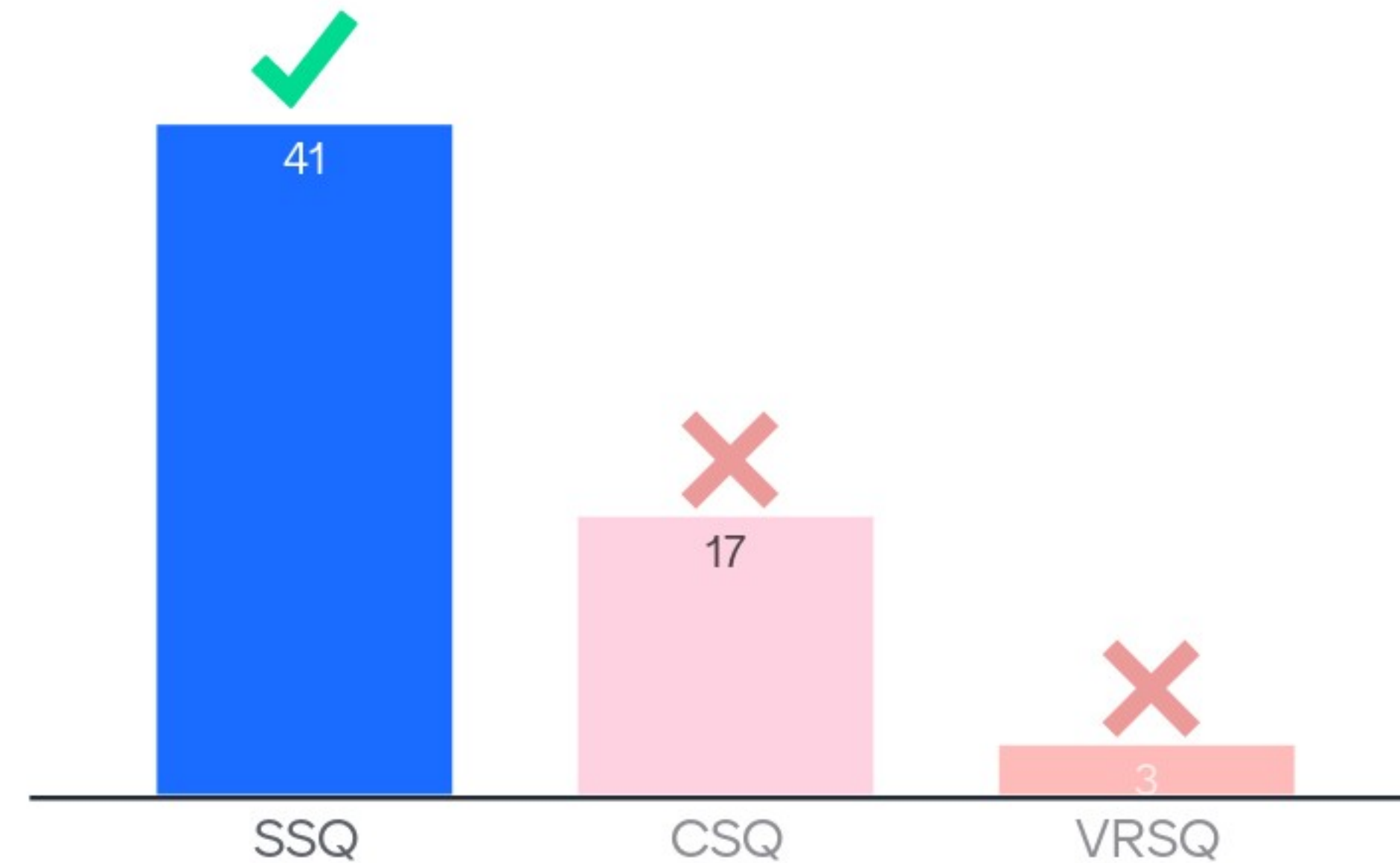
"I find it very straining on my eyes to look at stuff in the scene after a short while" - What dimension of cybersickness is this?



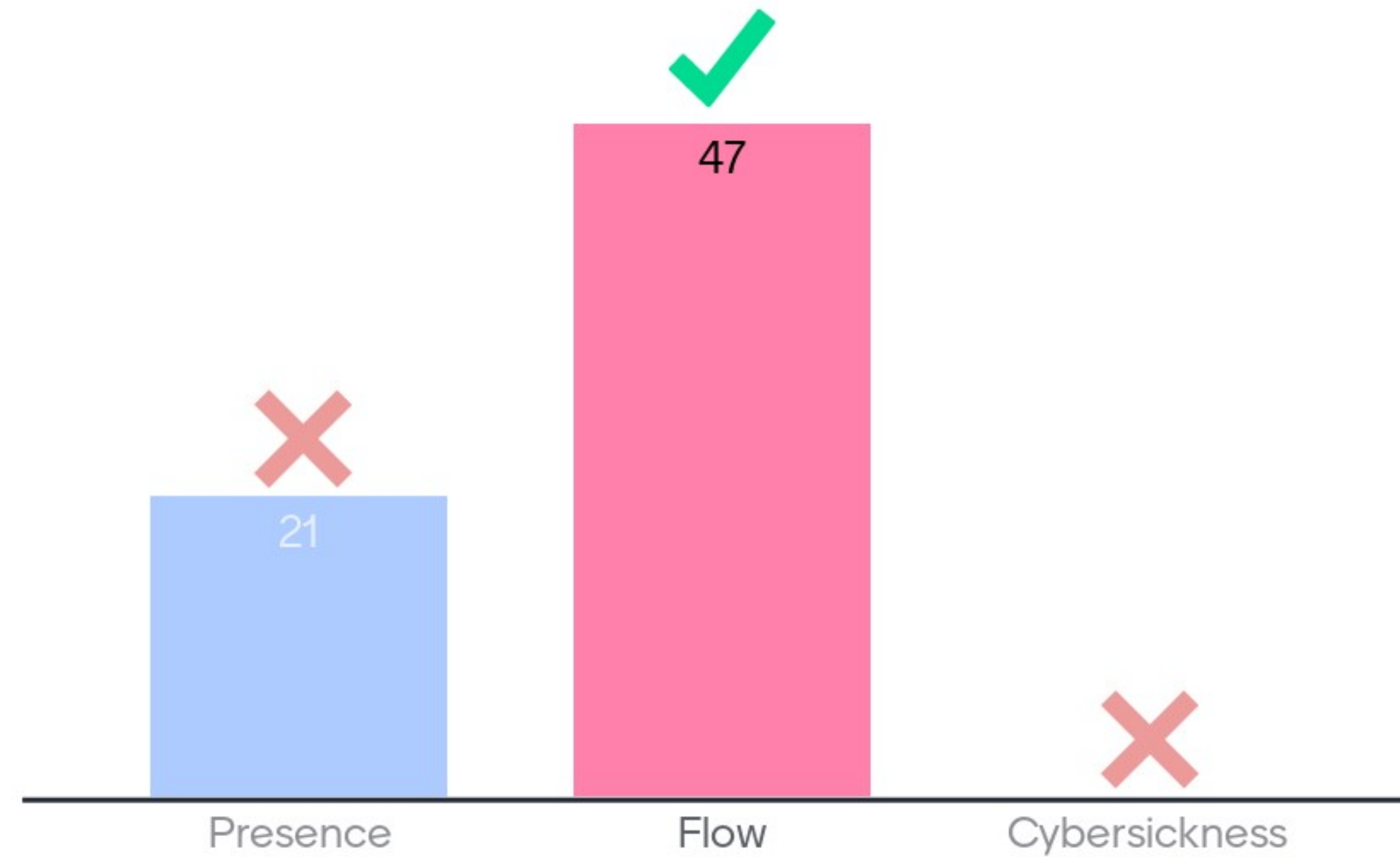
Which cybersickness questionnaire is best when I need to use the results to inform v2.0 development of my VR?



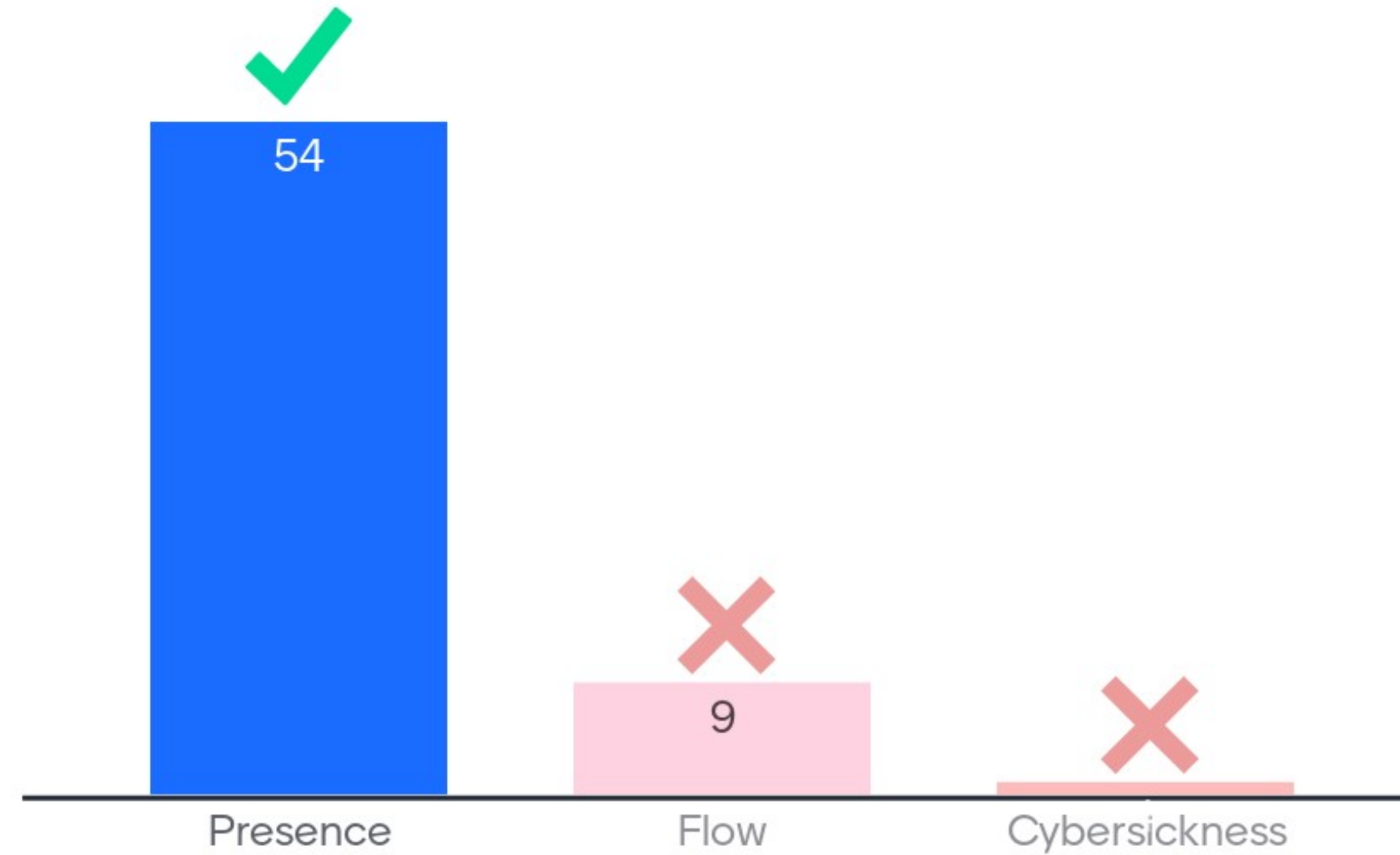
Which cybersickness questionnaire should I use when I need to compare my results with a pool of prior research studies from others?



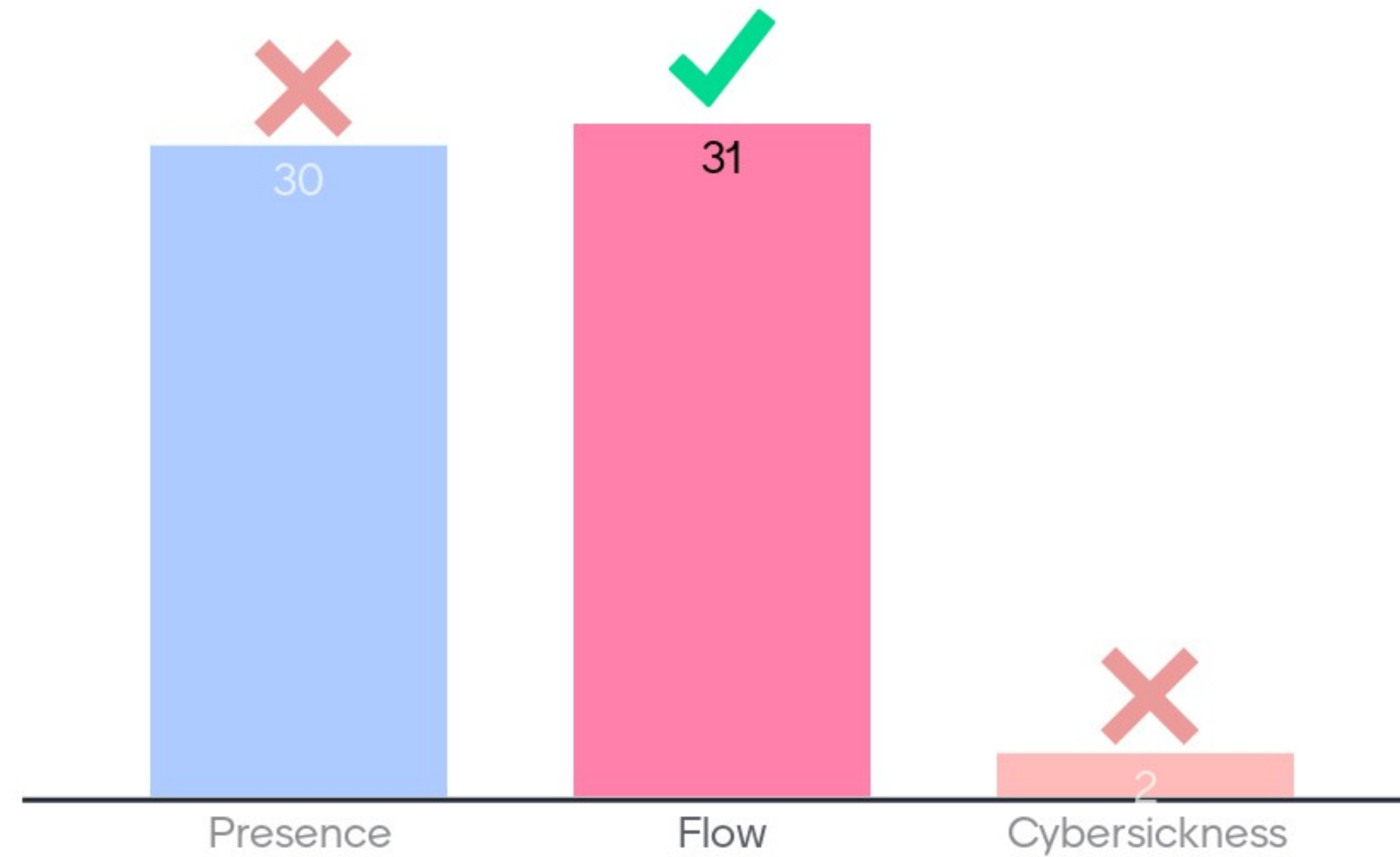
What is the type of experience being described here?



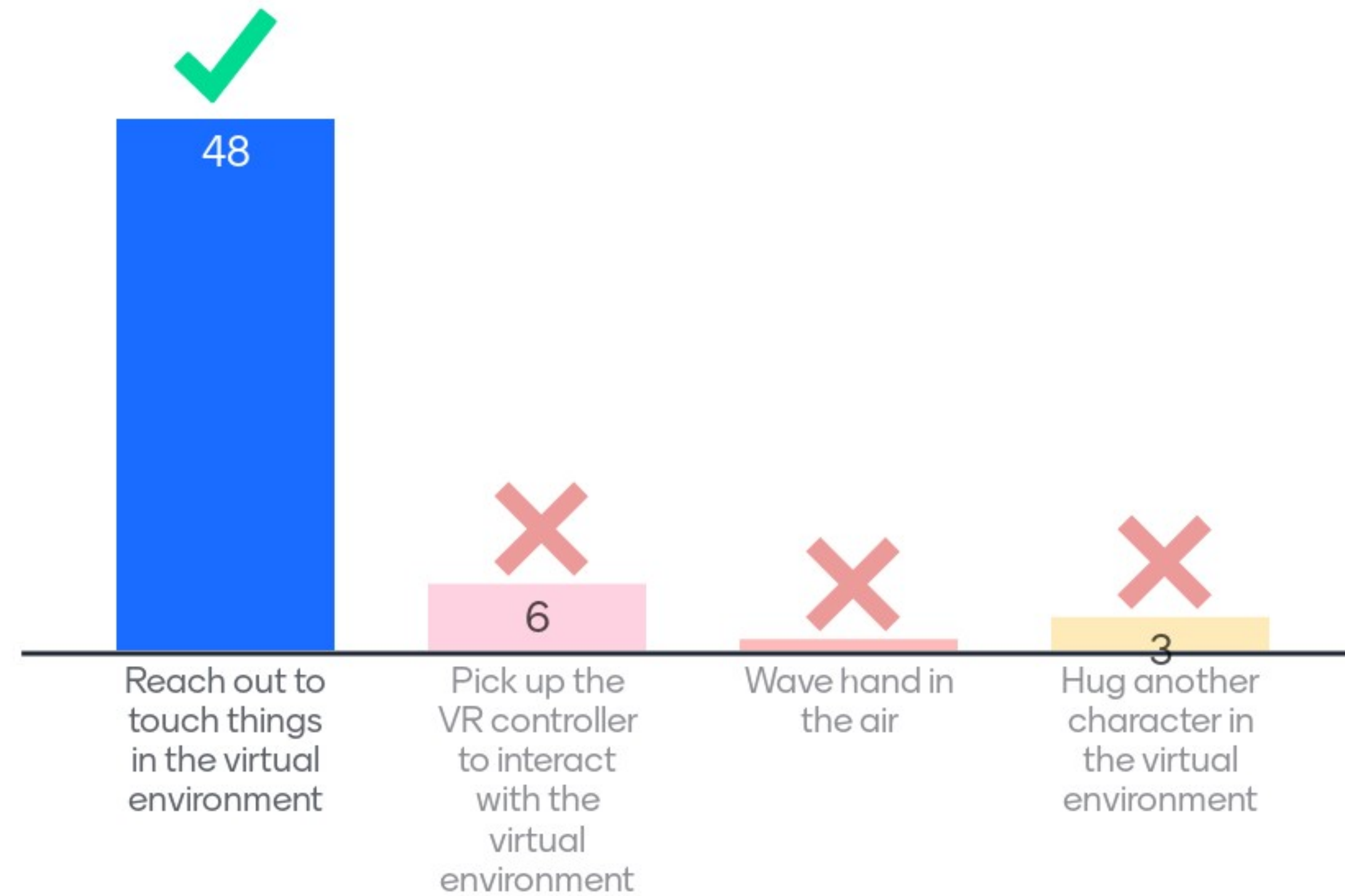
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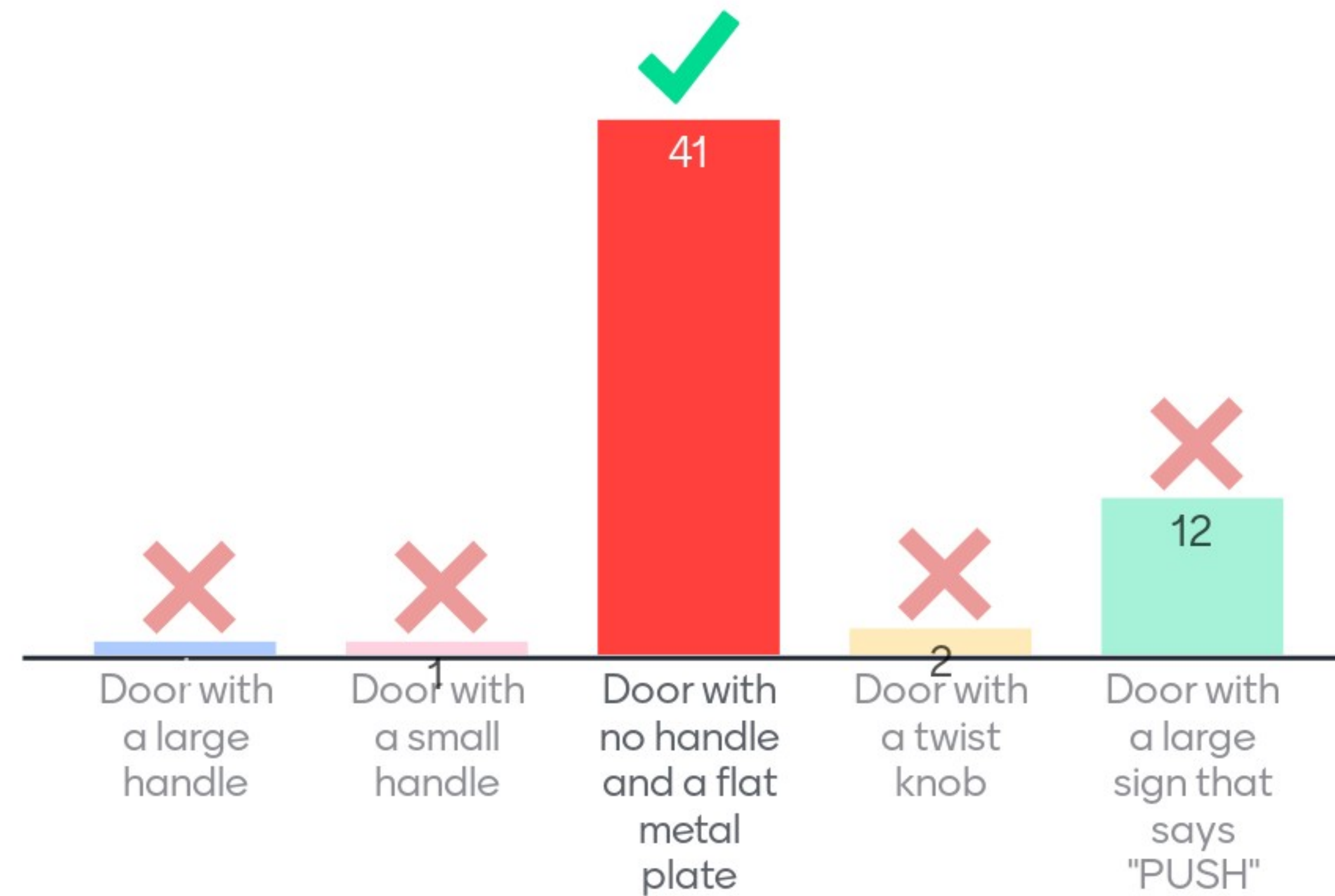
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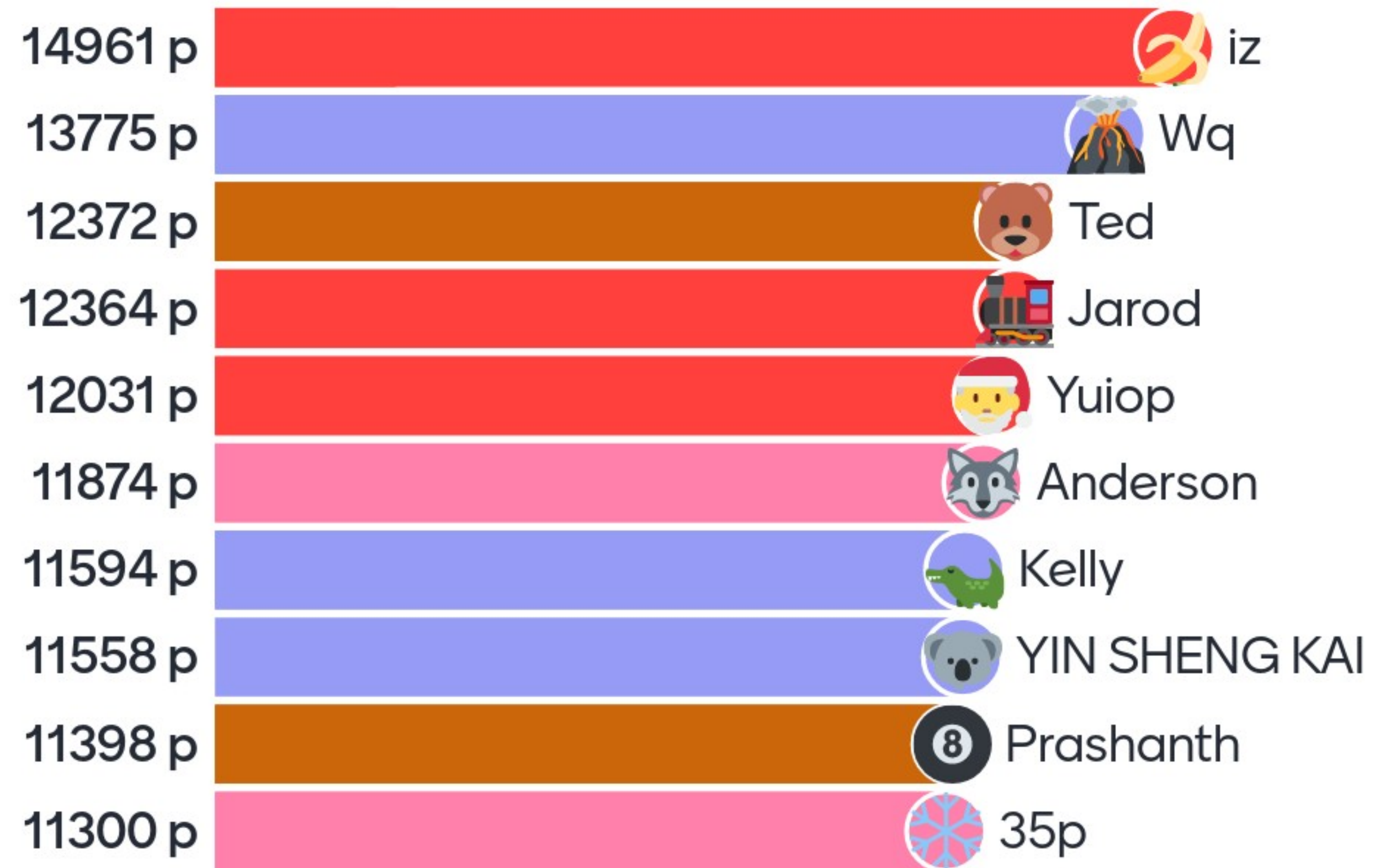
What is the main affordance on a haptic glove for an experienced VR user?



Which design provides the right affordance for a door that is meant to be pushed



Leaderboard



Name one application that do you feel provided you with the best experience, and why?

Pokemon sleep

MY BED

i don't understand the
question... urm...?

AI

moodle

VR Rollercoaster / Tennis .
Downside is the googles
are too heavy

Auto-play apps, high
reward with minimum
interaction

Waze

Name one application that do you feel provided you with the best experience, and why?

The english too chim

pistol whip - fun workout

I think half-life alyx so far is the only VR game that truly stands out from others. Especially with Valve Knuckles!

RPGs, (e.g. Xenoblade games) give me a great sense of immersion with their music, story and other various aspects of their games, really engaging stuff 👍

Genshin Impact when you win the 50 50

Programming makes me forget about other worries or stress :)))

Half Life Alyx, everything can be interactable

youtube

Name one application that do you feel provided you with the best experience, and why?

I feel that the left end of the RV continuum has the potential to be just as immersive because the real world is already very immersive. So adding what is there can be very believable

chatgpt

Pokemon GO when it first came out, it genuinely made gamers move and was very engaging due to the nature of collecting them all.

Skyrim. High flow and high presence for a non vr game

beat saber, felt like i was dancing in accordance with the music

Where does reading fiction books or Dungeons and Dragons fall under the RV Continuum? Where a user is fully immersed into imagination? Could that be the most immersive?

Ring fit, keeping fit indoor during pandemic really helps

BeatSaber for the moves and grooves and the vibration of the controller when you stick both sabers together/on the floor :)

Name one application that do you feel provided you with the best experience, and why?

Beat Saber because you feel like a jedi cutting through the music notes, something you cannot be in real life

VR app: Definitely Half-Life: Alyx, even on Windows MR headsetsAny: Probably just the windows os in general i mean we use it so much you tend to forget about it

Halo Combat evolved, when you reached the library level, atmosphere and sounds make it from a shooter theme to horror theme

Lethal company, must sucumb to the company and hit quota 🙌

Rubber Ball VR because throwing a ball in game is so fun and feels like u are actually throwing a ball

F1 23/24 in VR Mode, especially with the gaming wheel is by far one of the most real experience i had

WizTree, because that tool is quick, snappy and responsive.

VRCHAT!!! 🙌

Name one application that do you feel provided you with the best experience, and why?

For the project, the content must be educative in nature right? And must the subject content be of a higher educative nature? (Simple as in $1 + 1 = 2$)

Ask me anything

12 questions
3 upvotes