Project name: VR Sword Hilt

Project description:

Current VR technologies focus on two-handed controller sets that increase weight and cost of the product. Having both hands occupied leaves the player with no free hand, in the case of losing balance or tripping, this may be unsafe. A one-handed alternative decreases weight, cost and makes the product safer. This is also more inclusive to individuals with one working hand or arm.

Related reading:

Tomas Novacek, Marcel Jirina; Overview of Controllers of User Interface for Virtual Reality. PRESENCE: Virtual and Augmented Reality 2022; 29 37–90. doi: <https://doi.org/10.1162/pres_a_00356>,

And

Schreiber, M., von Wilamowitz-Moellendorff, M., Bruder, R. (2009). New Interaction Concepts by Using the Wii Remote. In: Jacko, J.A. (eds) Human-Computer Interaction. Novel Interaction Methods and Techniques. HCI 2009. Lecture Notes in Computer Science, vol 5611. Springer, Berlin, Heidelberg. https://doi.org/10.1007/978-3-642-02577-8\_29

Known solution:

https://www.youtube.com/watch?v=Heu0Ww5U3\_c&ab\_channel=PoundButtons

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