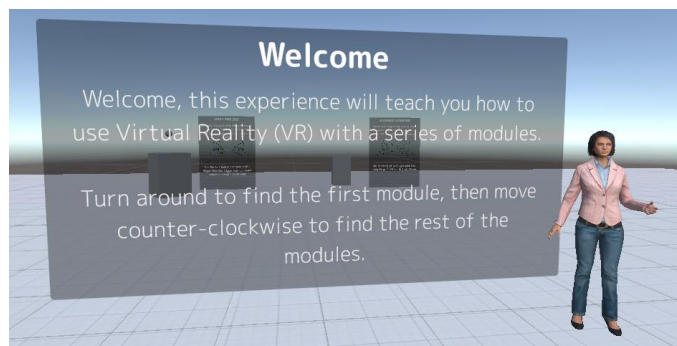


MOTIVATION

Explore how LLMs can influence Player's perceptions of VR Tutorial experiences

AIMS

- Review Current Tutorial Methods
- Determine Player Issues with VR Tutorials
- Determine viability of Modular System

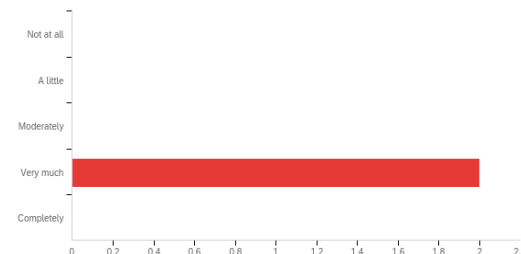


METHODS

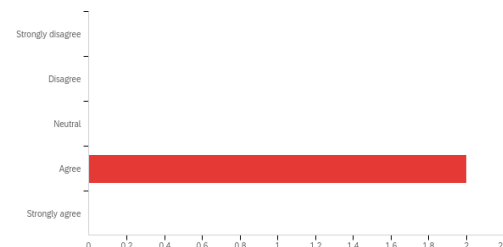
- Perform Literature Review to determine current Tutorial techniques
- Determine Developer Issues by Qualtrics Survey
- Prototype Tutorial experience in Unity

RESULTS

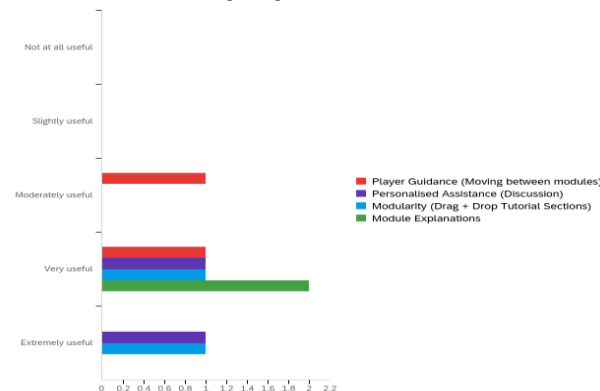
To what extent does conversation help Players?



A tool to show basic interactions would reduce development time and effort



How useful are the proposed tutorial features?



PROPOSED MODULES



Movement (Teleporting, Steering)



Grabbing (Object, Distance)



UI Selection + Interaction

CONCLUSIONS

- Results show strong support for LLM Tutorial features
 - Speech/conversation among the most helpful
- Developed prototype shows viability for future work

FUTURE WORK

- Further Develop Tutorial Modules in response to Developer feedback
- Compare Player Metrics in non-LLM and LLM Tutorial Versions