Abstract

The fast paced development of technology provides a whole variety of opportunities for certain fields of sciences. This paper introduces a method in which an essential psychological test is reworked using Google’s virtual reality platform the DayDream. The thesis elaborates on the inherent possibilities of the combination of psychology and VR technology.

The conceptual and technological approach of virtual reality is given a detailed explanation. The paper introduces a convenient way of monitoring the mental state of the user utilizing the MindWave neuroheadset, then explains the underlying purpose of the chosen technologies like the above mentioned tools and the Unity game engine.

VR technology gives game developers a toolset that provides the potential to be innovative. The thesis elaborates on how I managed to exploit these potentials in order to further enhance the illusion of reality in the game. Besides the entertainment the projects main goal is conducting the psychological test. Therefor a detailed explanation of how I made it the foundation of the game and how I succeeded to connect the neuroheadset with the game is given.

At last the paper reviews the results, and the experience I gained as a developer during this project.