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1 Introduction

The intention of this paper is to look at various factors effecting Virtual Reality (VR) games and their development. It will specifically look at VR interfaces, evaluating interfaces and VR controls.

2 VR Interfaces and Evaluation

Mentzelopoulos *et al* researched hardware interfaces for VR [1].

The interface can be evaluated using a heuristics analysis [2, 3].The analysis can be used identify weaknesses in the interface and improve on them. Pinelle *et al* created a series of heuristics specific to game usability. These heuristics can be used to analysis a VR interface. However Pinelle's heuristics were not designed for use in VR games Sutcliffe presented a method based on Nielson's heuristics to analyse virtual environments [4]

[5]

3 VR Controls

The Frustration — Aggression model says that aggression is caused by a person being blocked from reaching their goals [6]. This can be applied to games as some factor can prevent the player from obtaining their in game goal. Przybylski *et al*'s work showed that it is not necessarily violence in video games that causes player aggression and frustration. They suggest that it is instead competence impeding controls that cause aggression [7, 8]. These competence impeding controls block that player from performing their desired in game action causing frustration.

With VR

Controlling avatars different to own body -link to incompetence - [9]

4 Conclusion

References

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