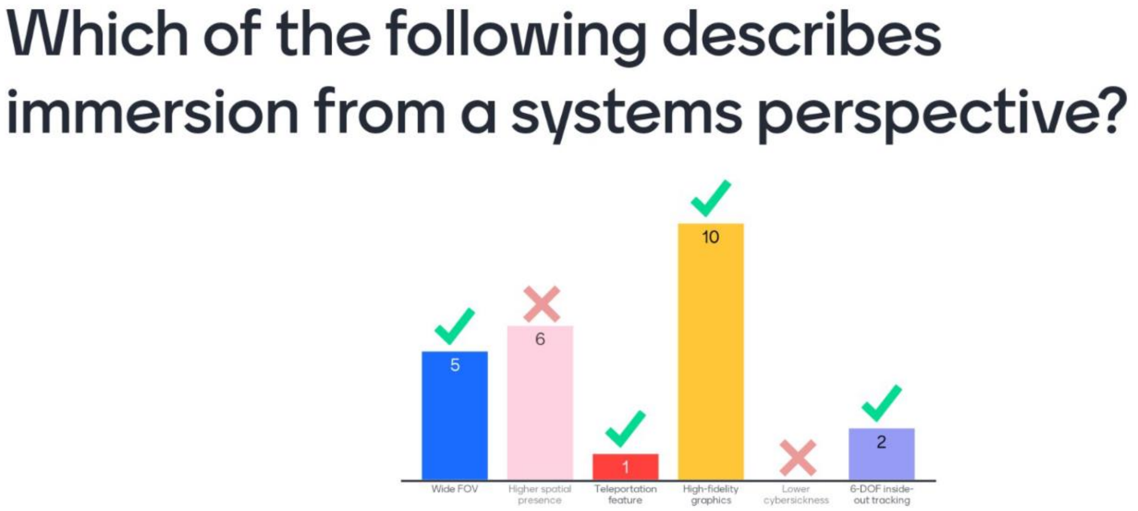
Q1

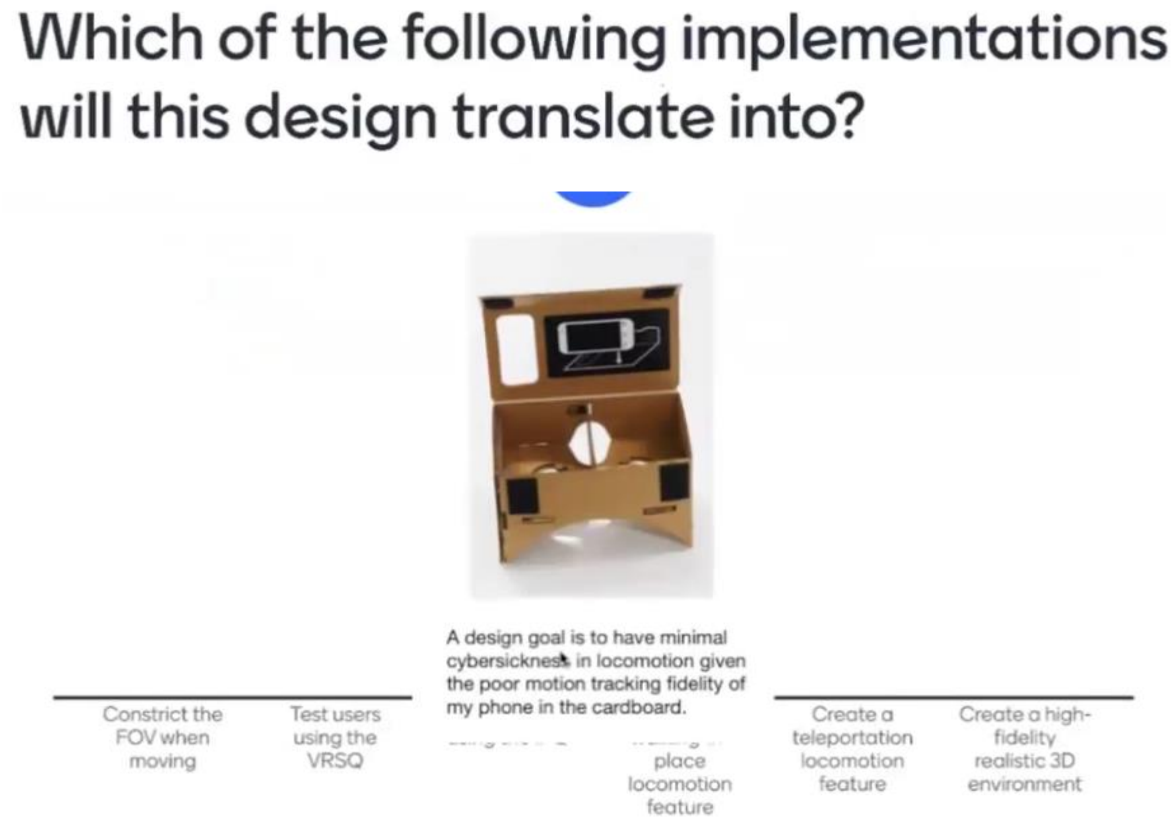


Which of the following describes immersion from a systems perspective?

Q2

Don’t have lol

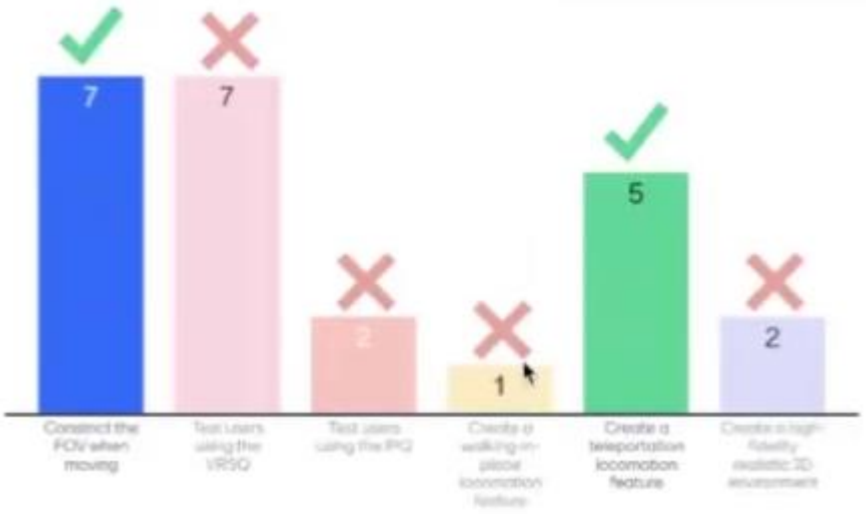
Q3



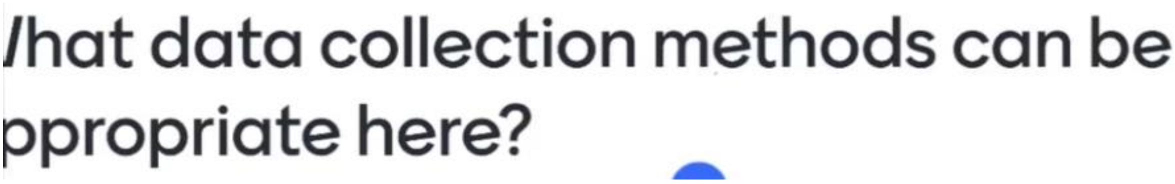
Which of the following implementations will this design translate into?

A design goal is to have minimal cybersickness in locomotion given the poor motion tracking fidelity of my phone in the cardboard.

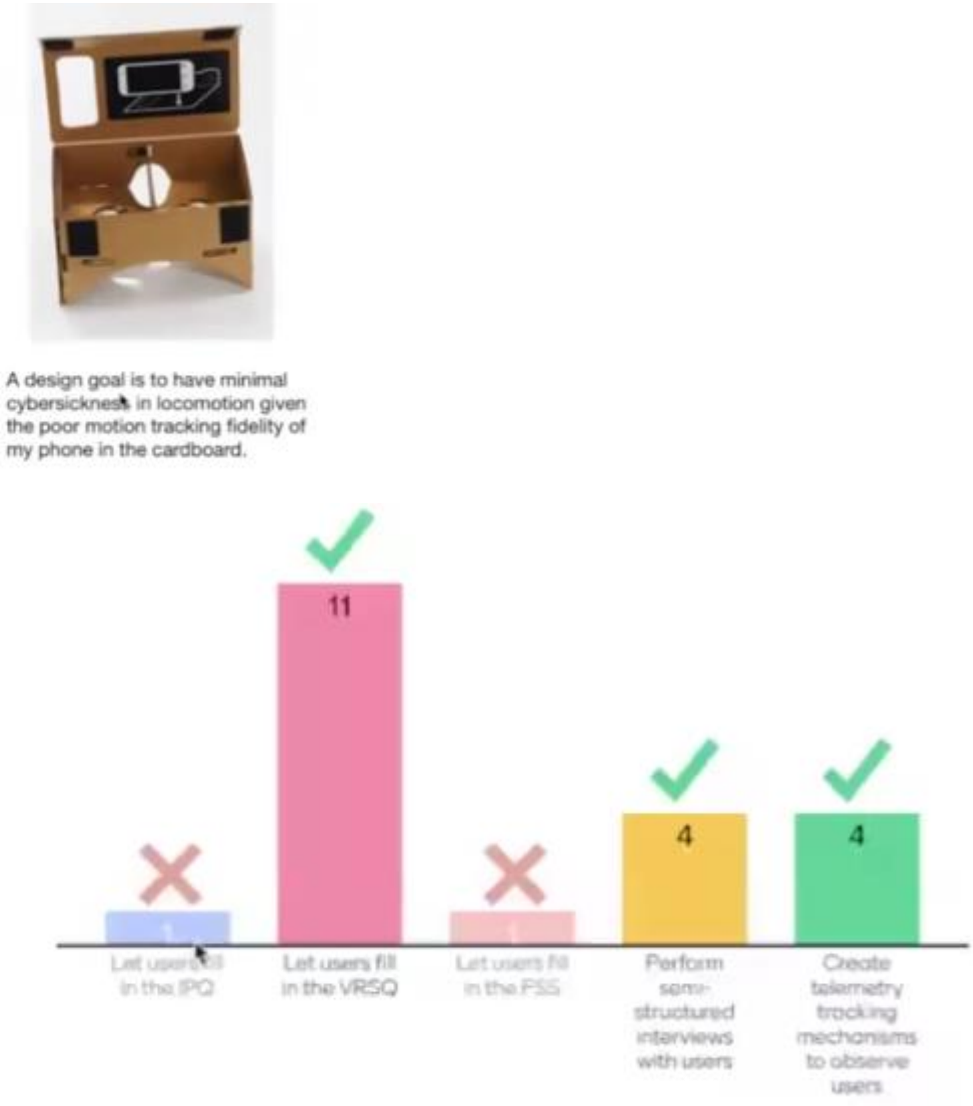
Constrict the FOV when moving
Test users using the VRSQ
place locomotion feature
Create a teleportation locomotion feature
Create a high-fidelity realistic 3D environment



Q4



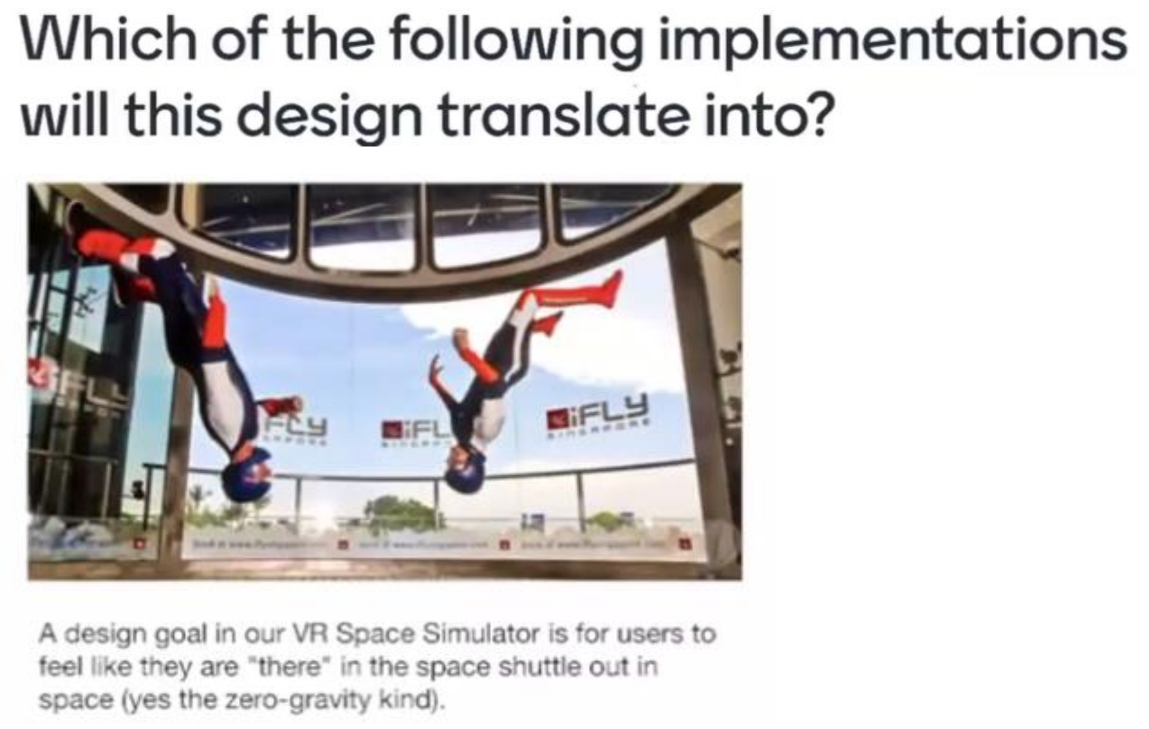
hat data collection methods can be ppropriate here?



A design goal is to have minimal cybersickness in locomotion given the poor motion tracking fidelity of my phone in the cardboard.

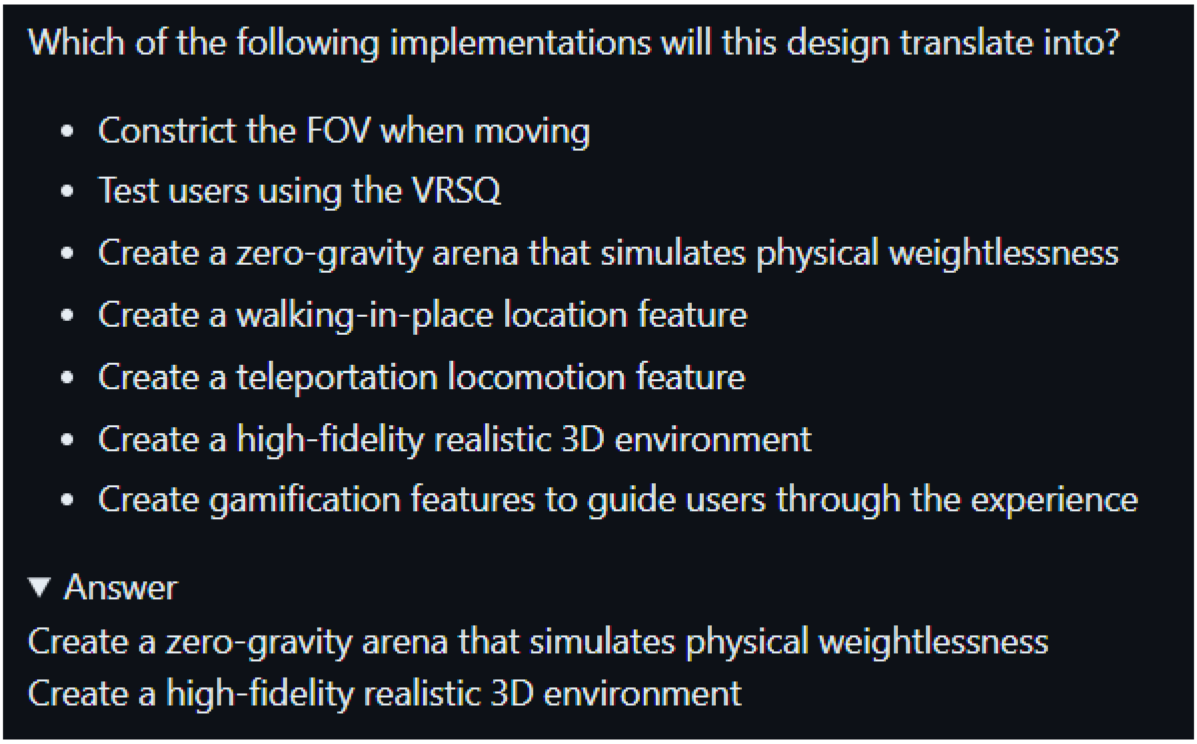
✓
11
✓
4
✓
4
✗
1
✗
1
Let users fill in the IPQ
Let users fill in the VRSQ
Let users fill in the FSS
Perform semi-structured interviews with users
Create telemetry tracking mechanisms to observe users

Q5



Which of the following implementations will this design translate into?

A design goal in our VR Space Simulator is for users to feel like they are "there" in the space shuttle out in space (yes the zero-gravity kind).



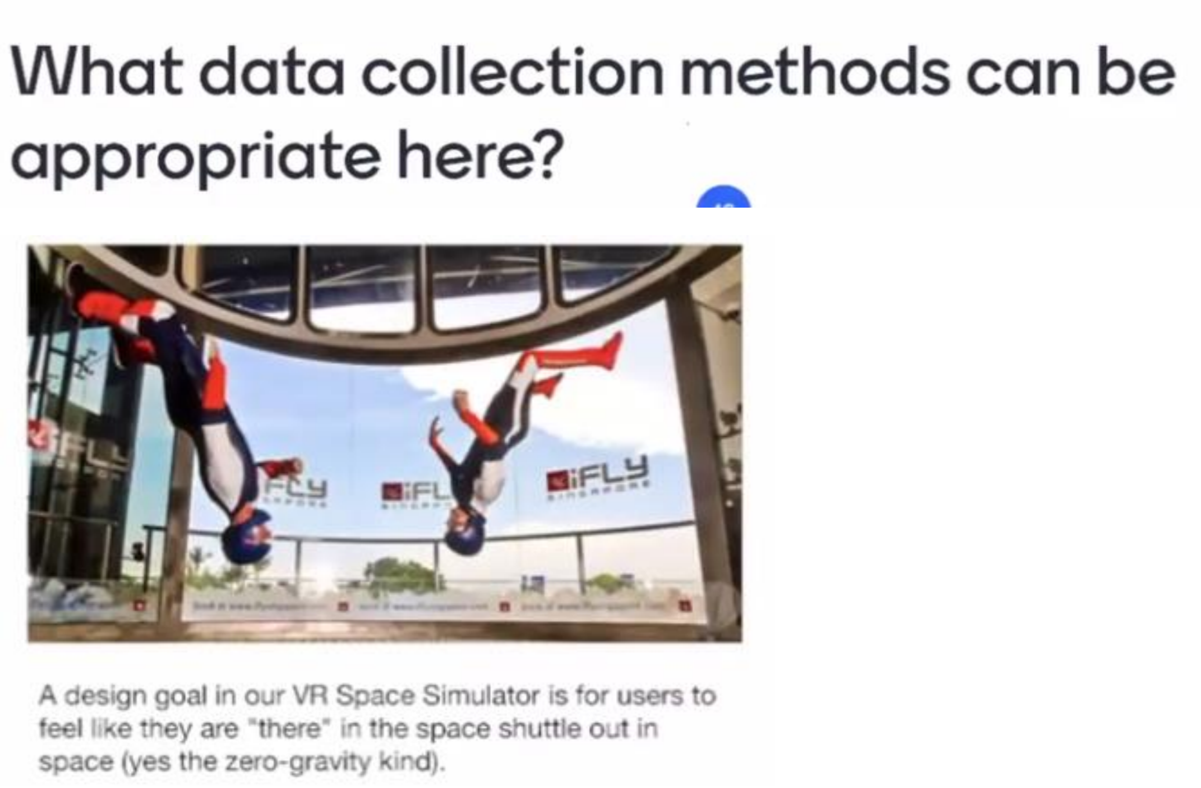
Which of the following implementations will this design translate into?

- Constrict the FOV when moving
- Test users using the VRSQ
- Create a zero-gravity arena that simulates physical weightlessness
- Create a walking-in-place location feature
- Create a teleportation locomotion feature
- Create a high-fidelity realistic 3D environment
- Create gamification features to guide users through the experience

▼ Answer

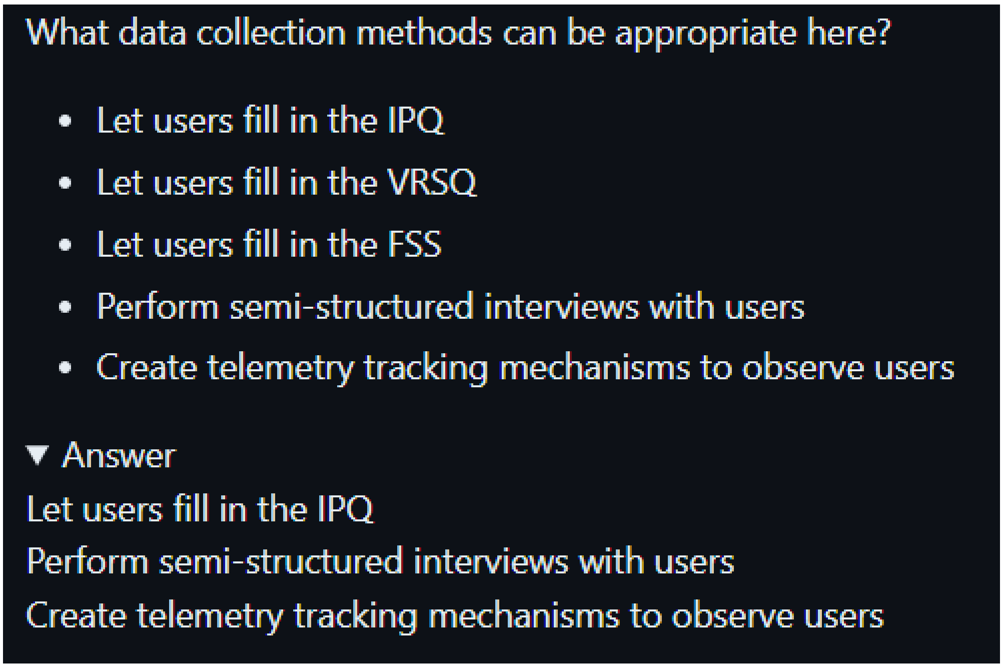
Create a zero-gravity arena that simulates physical weightlessness
Create a high-fidelity realistic 3D environment

Q6



What data collection methods can be appropriate here?

A design goal in our VR Space Simulator is for users to feel like they are "there" in the space shuttle out in space (yes the zero-gravity kind).



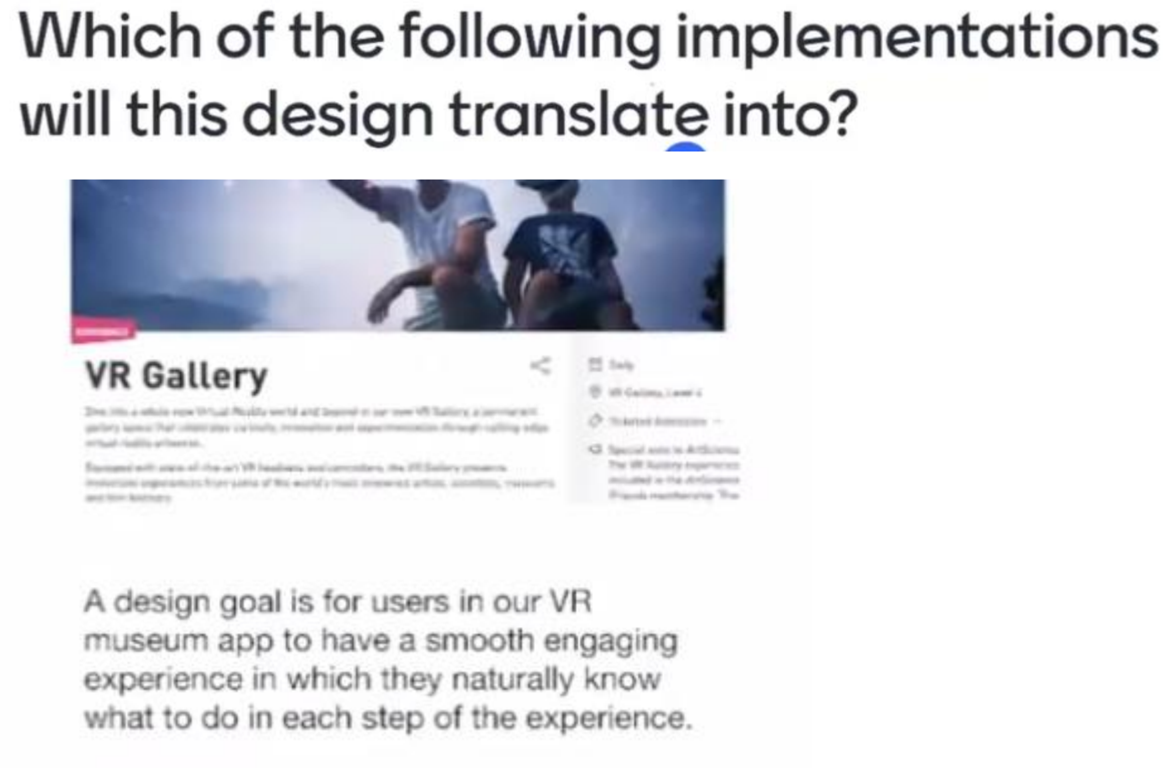
What data collection methods can be appropriate here?

- Let users fill in the IPQ
- Let users fill in the VRSQ
- Let users fill in the FSS
- Perform semi-structured interviews with users
- Create telemetry tracking mechanisms to observe users

▼ Answer

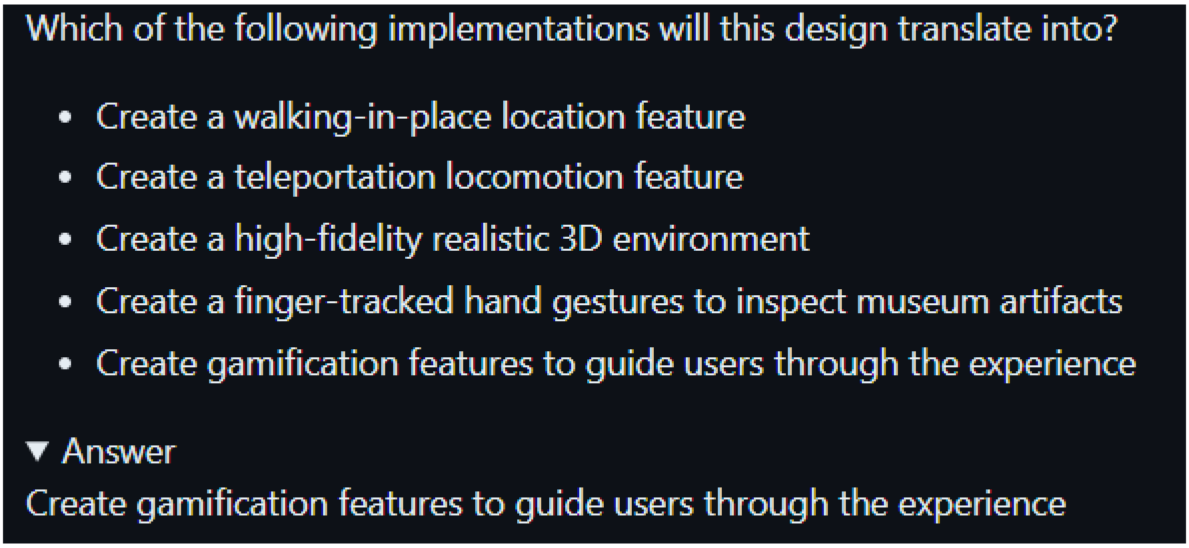
Let users fill in the IPQ
Perform semi-structured interviews with users
Create telemetry tracking mechanisms to observe users

Q7



Which of the following implementations will this design translate into?

A design goal is for users in our VR museum app to have a smooth engaging experience in which they naturally know what to do in each step of the experience.



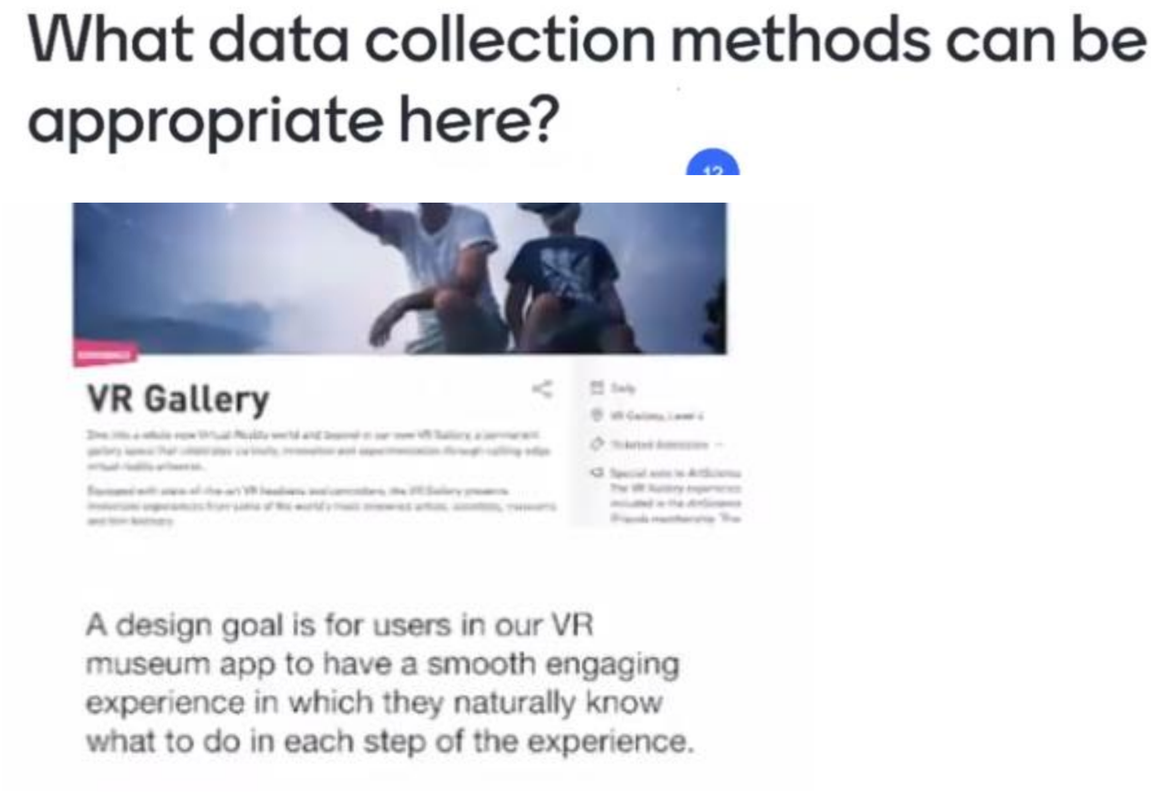
Which of the following implementations will this design translate into?

- Create a walking-in-place location feature
- Create a teleportation locomotion feature
- Create a high-fidelity realistic 3D environment
- Create a finger-tracked hand gestures to inspect museum artifacts
- Create gamification features to guide users through the experience

▼ Answer

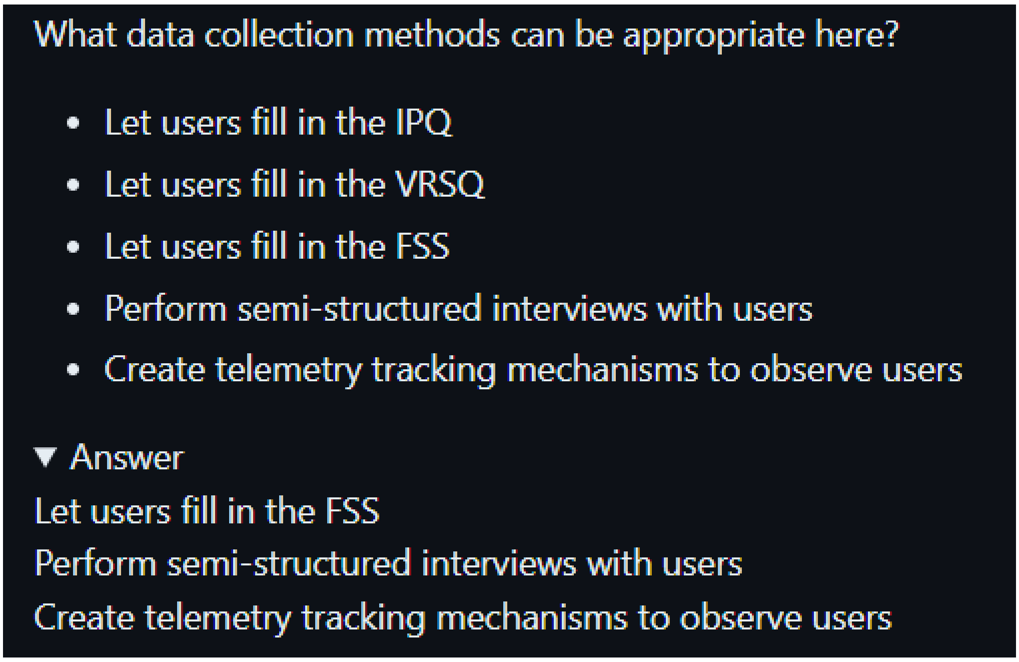
Create gamification features to guide users through the experience

Q8



What data collection methods can be appropriate here?

A design goal is for users in our VR museum app to have a smooth engaging experience in which they naturally know what to do in each step of the experience.



What data collection methods can be appropriate here?

- Let users fill in the IPQ
- Let users fill in the VRSQ
- Let users fill in the FSS
- Perform semi-structured interviews with users
- Create telemetry tracking mechanisms to observe users

▼ Answer

Let users fill in the FSS
Perform semi-structured interviews with users
Create telemetry tracking mechanisms to observe users