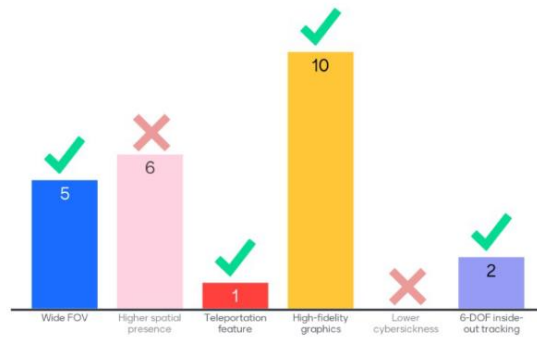


Q1

Which of the following describes immersion from a systems perspective?

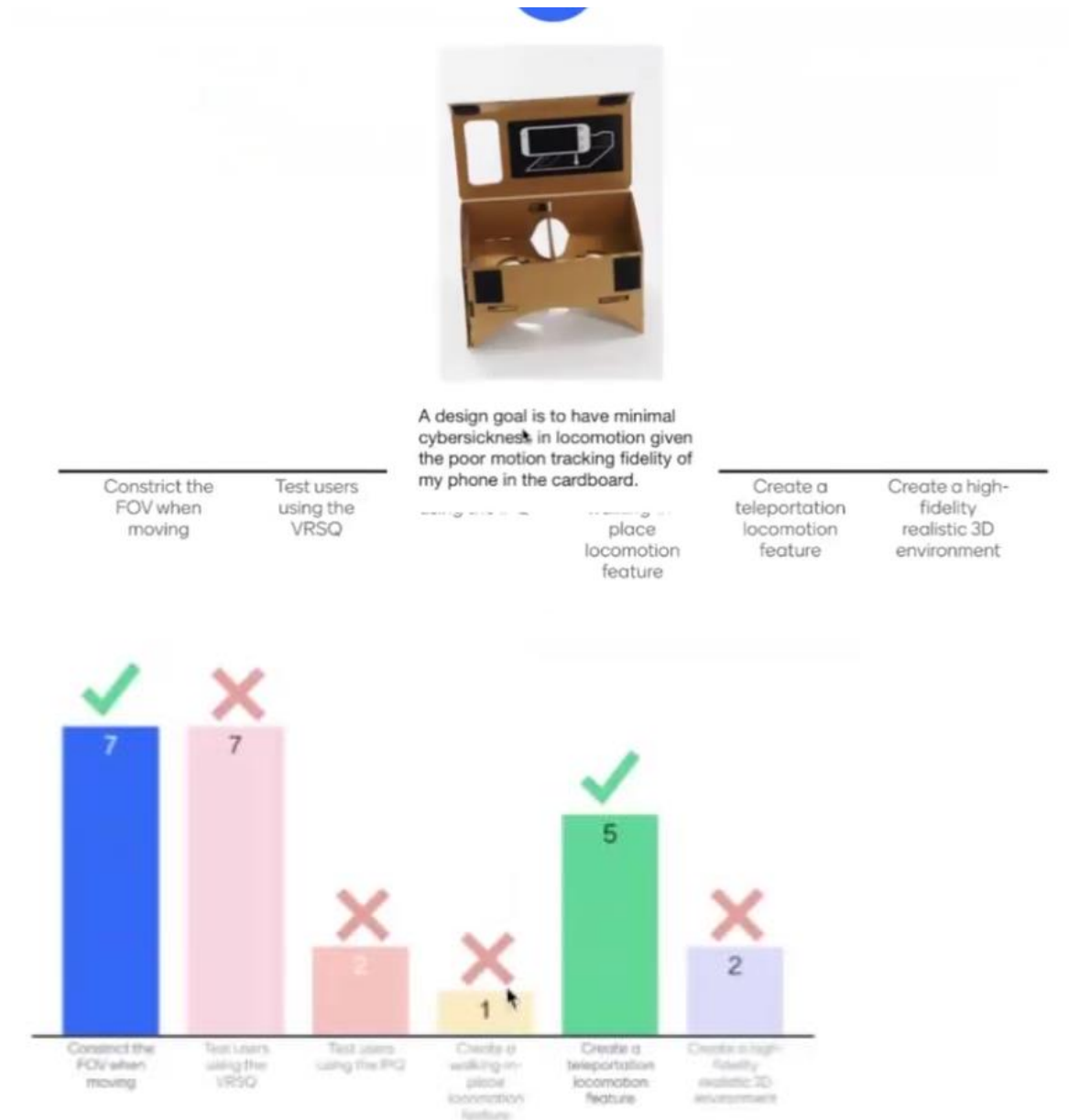


Q2

Don't have lol

Q3

Which of the following implementations will this design translate into?

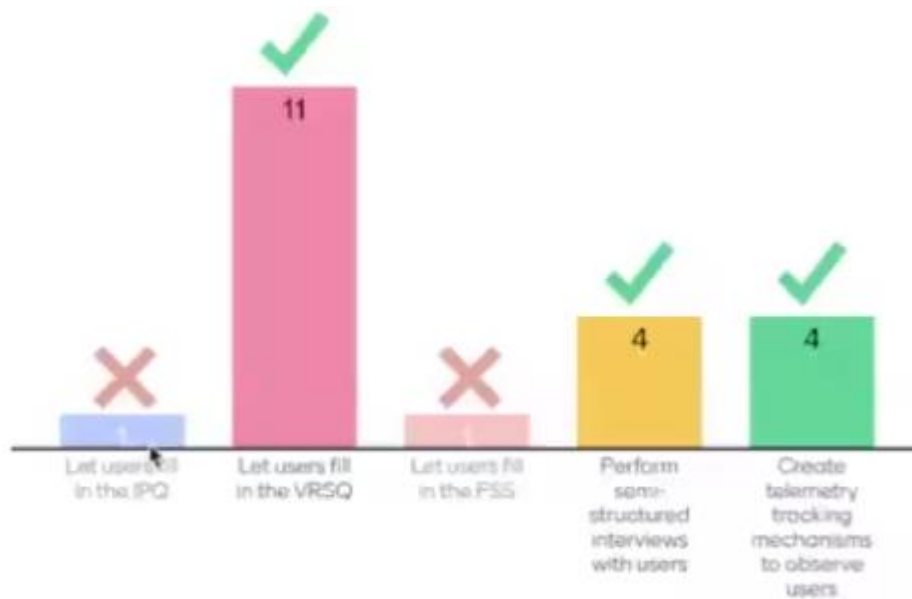


Q4

What data collection methods can be appropriate here?



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



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?



VR Gallery

This is a whole new Virtual Reality world and beyond in our new VR Gallery, a permanent gallery space that celebrates creativity, innovation and experimentation through cutting-edge virtual reality art.

Powered with state-of-the-art VR hardware and content, the VR Gallery presents immersive experiences from some of the world's most renowned artists, scientists, researchers and innovators.

Daily

VR Gallery, Level 2

Ticketed Admission

Special note to Artists
The VR Gallery experience is available in the VR Gallery. It is a permanent space.

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