Worksheet - Rules

November 2, 2017

1 DESIGNING RULES FOR VR ENVIRONMENT

$$E = M * C^2 \tag{1.1}$$

To ensure realism and to estimate functionality of the virtual reality simulation a set of rules for the system should be drawn. The core rules can be separated into three primary groups; the system, the users, and the virtual equipment. However, these rules are set preliminary to implementation but is based upon the observations made in the training room as well as interviews with Jane Petersson. The mindmap of these rules can be seen below:

1.1 THE SYSTEM

The rules set for the system can be considered as a passive ruleset. These rules primary exists to track certain values, such as time spend, as well as check if errors are made. This could for example be the tracking of whether each users are sterile and if they are in contact with non-sterile equipment.

1.2 THE USER

The users in the scene should be designated a specific role which entails different tasks. However, completing the tasks as one unit rather than N individuals should be the primary focus for the users. This means that communication is very important and key to the success of the entire simulation and it's goal.
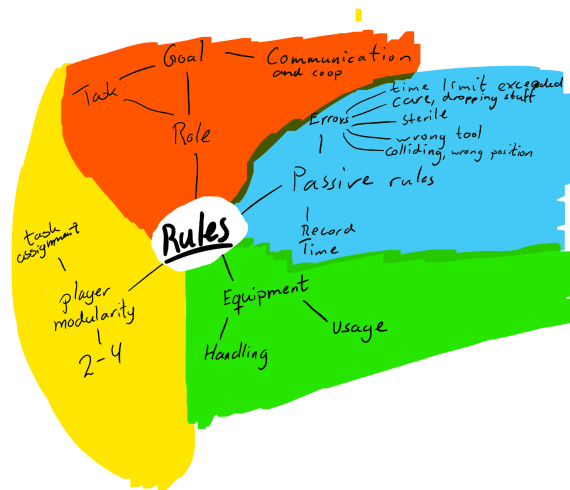
Figure 1.1: Mindmap

1.3 THE EQUIPMENT

The equipment's rules should primarily focus on their specific use and how they should be handled by the users. Furthermore it should also include how the equipment should respond to certain interactions with the users or other models within the scene.