# Other notes regarding the interview

## Introduction to VR in the playground

People with glasses, heavily sight impaired, may experience difficulty in seeing properly.

The wire may be a complication

People may need introduction to the teleportation

The rotation of the controller while teleporting hasn’t shown any issues

A further introduction before “playing around” could prove beneficial

The user needs to be placed well in the beginning of the simulation, to avoid collision with walls

## Trying the real simulation

We should have the room ready for the test subjects before they put on the headset and are given the controls.

“fantastisk smart”, “virkelig spændende”

The host can’t see the client connected. The client doesn’t have any controls, only vision from the spawn point.

“Det kan godt bygges til noget mere” – Johan 2k17

They both agree this can be extended to “something more”

It’s a nice learning curve, and you learn it fast