Human-Computer Interaction for Mixed Reality Jetpack Locomotion

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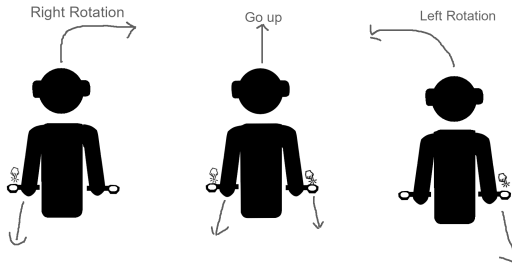
Jetpack Locomotion

- **Problem:** Current VR locomotion methods like teleportation or joystick navigation break immersion
- **Goal:** Create a locomotion technique that let the player float frealy in 3D space and feels fun to move.
- **Input Device:** The VR headset's accelerometer and gyroscope track head orientation, along with two hand input devices.

Iron Man first flying scene

Jetpack Locomotion

- The idea is to apply a reaction force in the direction opposite to the orientation of the user's arm.
- This force is applied when the user presses a button on the hand input device.

Thank you!