Intuition and accessibility in VR

Exemplified by a custom made VR-Minigame

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Table of Contents

[Abstract 2](#_Toc515487645)

[Motivation 2](#_Toc515487646)

[State of the Art 2](#_Toc515487647)

# Abstract

VR mini game centered around the idea of instant accessibility and playability by maximizing intuitive game design concepts. Implemented by breaking down game mechanics and user interaction into their respective core elements.

# Motivation

General virtual reality (vr) applications, as well as vr-games or other vr-entertainment media, can still be considered as an unconventional form of user technology. Even with the accelerating speed of development and improvements by the day, hardly any type of conventions in this media exist, compared to the more established industries, such as film and traditional 2d desktop computer applications. This project tried to tackle the issue by researching and using known techniques as well as crystalizing ideas and concepts of directing user attention into 3d virtual space.

The project was instantiated as part of an university class and inspired by the desire to make vr-technology more accessible to the casual user. Further, it is intended to improve the understanding and establishment of conventions for vr media development.

Additional inspiration was drawn in by real world instances and development processes of breaking down complex tasks into more and more digestible and accessible packages. One such example is the development of drones from high tech military applications into modern toys.

# State of the Art

State of the Art

The current technology of VR is new and not wide spread. Consumers don’t know much about it as of yet. VR games are still experimental with very few common facts. Even those facts are still tested and broken. For instance while some games try to avoid moving the player and accelerating him some don’t hesitate to do so.

Matter of fact; As of now, few games and mostly demos available. Most of the time at congresses people have to attend the station and explain the concepts of vr to the user before playing.

Impact:

Our focus was to implement a common ground / figure it out, the does and don’ts of intuitiveness in vr. We hope to understand and maybe establish some of these findings.   
As in common GUI implementations, some form of user attention focus is already understood and widely used. Not so in VR

Related work  
- vr demo minibot after oculus installation

. Steam vr lab

Metroid prime hunter

Drone controls

Concept

Introduce game elements one by one after another and try to keep it simple.

What is the most necessary form of input and alike

Implementation

PICTURES OF SCENE

Made in Unity and Blender

Contribution

We hope that the established ideas as well as fails and successes profit future game and vr application development. Especially considering user friendliness and user accessibility. How to get the message or the controls across.

Future Work.

Additional movement or additional mechanics

How to implement. How to break down.

Whats needed whats not

As well as polishing and finishing the overall package experience

Interesting question: Where lies the line between intuitive and at what point do you HAVE to explain something in depth.