[Dokumenttitel]

[Fesseln Sie Ihre Leser mit einem ansprechenden Exposee. Normalerweise ist dies eine kurze Zusammenfassung des Dokuments. Wenn Sie Ihre Inhalte hinzufügen möchten, einfach hier klicken und mit der Eingabe beginnen.]

[Untertitel des Dokuments]

Intuition in VR Games

COVER PAGE: GREY DARK BACKGROUND OF INGAME

Authors:

Sascha Lucas Kufahl

Vincent Holtorf

Abstract

In our work we focused on intuition and accessibility in VR Games. Our aim was to develop a small game which could be played in a matter of seconds without the use of any Tutorials or explanations.

Intro

Motivation:

Drone control, simplicity, how to break things down in a new environment

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.