Aayush Sharma and Erik Beitel Writeup

**Echo Arena:**

Echo Arena reminded me strongly of ender’s game, the battle school portion – it’s an incredibly interesting concept for VR and works very well with the touch. One feature that was throwing me off at first was how POV was shifted – with each hit of the joystick, POV jumped approx. 30 degrees. Just in the process of grabbing onto things, I would shift my POV in an unpleasant way. That aside, the use of the touch for thrusters and grabbing onto the environment was quite interesting and enjoyable.

**Face Your Fears**

Face your fears had a lot of different “stories” that it put your through, in a Virtual Reality perspective. I tried two of them, one where you are suspended from a skyscraper, and fall to the ground, and another where you are tormented by a monster clown doll. One thing I liked was that it made excellent use of the 360 degree sound, using sounds to make the player turn his head, in order to cause distraction for facilitating jump scares. One thing I thought could be improved, was that when dangling, or lying in the bed, there was no body present when looking down. This broke immersion, so I would have added in a body, just to enhance the realism of the movies.

**Bear Island**

Bear Island was a virtual reality movie based in Virtual Reality, which lets you interact with markers in the world to move through different scenes. I liked the use of virtual reality, the sounds, and graphics, which made for a very realistic experience. I would have liked the ability for the player to move around in the game world, seeing and interacting with things from different angles, as in the movie, the player was fixed to one single location.