

## Summary

This experiment for my 464 final project is testing the functionality of conducting an open house using Virtual Reality. You will tour the environment without a headset first then perform the same tour using an Oculus VR headset (Rift S, Quest, Quest 2). The map represents a suburban neighborhood built near a forest. In front of you are three explorable house, your are free to explore the open environment and within the three houses designated by the play box. Your only objective is to explore your environment and the inside of the three houses. The designated play is depicted in the image below.



*The next page is a set of instructions detailing what you need to do for the experiment*

## Experiment Instruction

1. Open up the Unity Project called “CS 464 Project - Housing VR Tour” in Unity Hub which should take you to one of the three scenes in Unity which are called “Base Environment”, “Non VR tour” and “VR tour”
2. Select the Scene “Non VR tour” in the “Scenes” folder and press play
  - a. Your Screen should look like this



- b. Your screen will turn blue indicating that the scene is in play
3. Walk around the “Non VR tour” scene and explore the three houses in front of you for five minutes.
    - a. You can open the door by simply walking into them, the door will open for you
  4. After the five minutes time is up, press the play button again to exit gameplay
  5. Now open up the questionnaire and answer all the question in section 2 titled “Questions regarding the Non Virtual reality Application”
  6. After you have filled out the question, press next and go back to Unity
  7. This time you are to open the “VR tour” scene and follow the same steps you did for the “Non VR tour” scene
    - a. You should see this through your headset



- b.
8. After the five minutes time in VR is up, open up the questionnaire and answer all of the questions for the rest of the questionnaire.
  9. Submit the questionnaire upon completion