DIG 4633C

Design Log 5

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I recently read an article and watched a video that touched up on a great subject that I have not thought about yet. The subject being about making virtual reality more accessible to disabled people. Being that I’m above average height and weight, I have not run into any problems with the virtual reality headsets not working with my body. Listening to Van Buren speak made me realize a whole group of people don’t share my privilege. The harsh truth is many virtual reality experiences haven’t tapped into markets with disabled people. The mechanics for virtual reality games simply do not work well for them. Virtual reality designers have a specific goal that typically focuses on able-bodied teens and adults which automatically causes several people to miss out. A game that Van Buren praised was Job Simulator. Job Simulator has a mode that will raise the head a foot and a half for disabled people and children. Van Buren also praised the game’s storyline as you genuinely feel like you’re a part of an experience while playing. There’s no doubt in my mind that as virtual reality grows, we are more likely to see it function for people with disabilities.

Note: The article and video link that I summarized is https://voicesofvr.com/490-making-vr-experiences-wheelchair-accessible/.