**Try these apps from Oculus stores**

[The British Museum (Boulevard)](https://www.oculus.com/experiences/rift/1177199742298383/)

It seems very tricky to enter in the scene. Please take a look at [this link](https://forums.oculusvr.com/community/discussion/59057/blvrd-how-to) how to.

[Native American Museum](https://www.oculus.com/experiences/rift/1368933503149063/)

[The Unknown Photographer](https://www.oculus.com/experiences/rift/1518300411544900/)

[Douarnenez VR](https://www.oculus.com/experiences/rift/1582165348500402/)

[COLOSSE: A Story in Virtual Reality](https://www.oculus.com/experiences/rift/1001270106613504/)

[The Raven VR](https://www.oculus.com/experiences/rift/1173079702739172/)

[Inception](https://www.oculus.com/experiences/rift/954124114686124/)

[In.block](https://www.oculus.com/experiences/rift/1127998673964713/)

[V.Art](https://www.oculus.com/experiences/rift/1325000794283821/)

[ARTAAL](https://www.oculus.com/experiences/rift/1313067405373484/)

[AVOlight.Space (Multi-Screen Media Player)](https://www.oculus.com/experiences/rift/1174371059345457/)

[Red Bull Doodle Art - Global VR Gallery](https://www.oculus.com/experiences/rift/1769076079774153/)

[VR Home](https://www.oculus.com/experiences/rift/1432150526836829/)

**Deliverable**

**Lab Prep 1**

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| Student Name | Andrew Paul |

Pick your best 3 apps from the above, and answer for the followings:

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| 1. App Name | Inception |
| (1) | Write **one/two** sentence(s) to describe what this app is about. |
| ­­­­­­­­­­ | Answer:  This is an entertainment app that partner with top publications to give you a VR experience. I used the Stanley Kubrick experience which was a virtual reality museum. |
| (2) | Write **two or more** good things about this app . |
| ­­­­­­­­­­ | Answer:  The app was very immersive and made it seem like I was actually in the museum looking at the exhibit. It was cool to have Stanley Kubrick describing what the specific exhibit was. |
| (3) | Write **two or more** improvements to suggest. |
|  | Answer:  The quality of the actual pieces of art could have been better, it didn’t help that we were so close to the piece of art. One way to fix this would be to add the feature to walk around. |
| (4) | Write **one/two** sentence(s) of ideas how to apply to the goals of our stream. |
| ­­­­­­­­­­ | Answer:  We can use this knowledge about what we liked and disliked about other museum exhibits and apply it to the Phillips experience. |

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| 2. App Name | ARTAAL |
| (1) | Write **one/two** sentence(s) to describe what this app is about. |
| ­­­­­­­­­­ | Answer:  This app is a ride through an abstract landscape. It takes you through a gentle ride through a surreal world. |
| (2) | Write **two or more** good things about this app . |
| ­­­­­­­­­­ | Answer:  This app was very cool as it required no user input and I just sat back for the ride/experience. |
| (3) | Write **two or more** improvements to suggest. |
|  | Answer:  The app is cool to go through once but there is not much replay value to it. I wish that there were more sounds in the ride. |
| (4) | Write **one/two** sentence(s) of ideas how to apply to the goals of our stream. |
| ­­­­­­­­­­ | Answer:  In the Philips experience, we can improve the flaws that were in this game, such as having more replay value and adding more sound. |

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| 3. App Name | COLOSSE |
| (1) | Write **one/two** sentence(s) to describe what this app is about. |
| ­­­­­­­­­­ | Answer:  This is a real-time virtual reality storytelling experience. It was essentially a short cartoon movie without any words. |
| (2) | Write **two or more** good things about this app . |
| ­­­­­­­­­­ | Answer:  It was cool because there were no words in it and the environment told the entire story. There were also particle effects and little animations which made it seem like a real environment and not just a still image. |
| (3) | Write **two or more** improvements to suggest. |
|  | Answer:  One improvement would be to move the camera around so you can get a better perspective and feel more immersed in the environment. |
| (4) | Write **one/two** sentence(s) of ideas how to apply to the goals of our stream. |
| ­­­­­­­­­­ | Answer:  The lessons I learned from the fault of this app can be applied to the Philips experience by not limiting the user in the environment and giving them full access to move around. |