Context

The Oculus Rift is a Virtual Reality (VR) hardware system that allows the user to interact with a virtual environment simulation. The Oculus “dashboard” seen below allows the user to select different software while using the VR equipment.

blah blah

oculus

Nature

The issue with VR is that, to this point, humans have not interacted with technology in a way that is designed to simulate natural movements of the hands. Currently, most systems use a controller that simulates finger “presses” using buttons.

Difficulties arise as applications may use a “laser”, eye movement, or even hand placement to make selections and there is a lack of proper tutorials that set the foundation for a user’s mental model.

Framing

Brown (1999) states that designers should strive to promote consistency across a system’s UI. In order to do so, they should rely on practical experience, experimental findings, and rules of thumb. With new technology there is a learning curve however, recognizing that curve and addressing conceptual issues early in the learning process would promote the usability of the software developed for the platform.

Recommendation

In the diffusion of innovation theory, “difficulty to learn” is an important individual characteristic of an innovation and fundamental to the on-going adoption of new technology. A renewed focus on the introduction of interactions would reduce the risk of adopters shifting their attention elsewhere and improve upon the adoption and experience for all users.