**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/)

[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/)

[Dreams of Dali](https://www.oculus.com/experiences/rift/1873099679429920)

[The Rougeau Gallery](https://www.oculus.com/experiences/rift/1678008145654823)

[Soundscape VR](https://www.oculus.com/experiences/rift/1333332663409996)

[VRrOOm](https://www.oculus.com/experiences/rift/1878752508835385)

[Unframed](https://www.oculus.com/experiences/rift/2124738550883043)

[gaengeVRtl](https://www.oculus.com/experiences/rift/1919378518121223)

**Deliverable**

**Lab Prep 1**

|  |  |
| --- | --- |
| Student Name | Lillian Nose |

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

|  |  |
| --- | --- |
| 1. App Name | Inception |
| (1) | Write **one/two** sentence(s) to describe what this app is about. |
| ­­­­­­­­­­ | Answer: This app is about giving the user an experience that they normally wouldn’t receive from the comfort of their own home. |
| (2) | Write **two or more** good things about this app . |
| ­­­­­­­­­­ | Answer: I really liked that this operated more like a VR version of YouTube and that there was such a wide variety of videos that there is bound to be something for everybody. |
| (3) | Write **two or more** improvements to suggest. |
|  | Answer: The videos were quite blurry at times so it did detract from the immersion and there could be more interaction to make the simulation more interesting. |
| (4) | Write **one/two** sentence(s) of ideas how to apply to the goals of our stream. |
| ­­­­­­­­­­ | Answer: I do like the idea of allowing users to immerse themselves in a location without having to go through the hassle of traveling. Museums could use this fact to really have visitors understand what time periods were like for exhibits. |

|  |  |
| --- | --- |
| 2. App Name | Dreams of Dali |
| (1) | Write **one/two** sentence(s) to describe what this app is about. |
| ­­­­­­­­­­ | Answer: This app gives an in-depth tour of what Dali’s works embodies and delves the user in a Dali inspired world. |
| (2) | Write **two or more** good things about this app . |
| ­­­­­­­­­­ | Answer: I really like the concept of immersing in a completely new world that is made of inspired artworks. I think this is a new and unique approach to VR in art as it creates something that can’t be made in real life. As a user I think I would appreciate this a lot more as it would enhance my experience at a museum. |
| (3) | Write **two or more** improvements to suggest. |
|  | Answer: I do think that this world has much more to offer, for one I think that it should have more content as this was fairly short. Another thing that could be improved is the fact that it could have a bit more information embedded in it. |
| (4) | Write **one/two** sentence(s) of ideas how to apply to the goals of our stream. |
| ­­­­­­­­­­ | Answer: I think this app is definitely one to be inspired by and should be created more to involve museum visitors. |

|  |  |
| --- | --- |
| 3. App Name | The Raven VR |
| (1) | Write **one/two** sentence(s) to describe what this app is about. |
| ­­­­­­­­­­ | Answer: The Raven VR serves to provide an interactive experience to the poem “The Raven” by Edgar Allen Poe. |
| (2) | Write **two or more** good things about this app. |
| ­­­­­­­­­­ | Answer: I liked how it captured the essence of the poem and encapsulated it within a room to really immerse the viewer. I think it adds another element of understanding the poem that enhances the entire experience. |
| (3) | Write **two or more** improvements to suggest. |
|  | Answer:  I think the app could definitely improve on its interactive aspect as some of the movement is limited. I also think that the developer could go more into depth of the world of Edgar Allen Poe. |
| (4) | Write **one/two** sentence(s) of ideas how to apply to the goals of our stream. |
| ­­­­­­­­­­ | Answer:  I like how the app has dedicated an entire scenario for the reading of the Raven poem. I think that this idea can be used to bring other pieces of art to life. |