For my earthquake VR room, I created a large box shaped room that will have no windows and no sources of light other than the VR goggles that I have placed outside of the room. This will cause a deprivation of senses, making the effects of said VR much more realistic. Next, I would have the room placed on a metal plate similar to the one we use to stabilize buildings for earthquakes now. However, this plate would create a large vibration similar to a real earthquake that would create the illusion of an actual earthquake. I then attached the room to steel bars that connected to a large swaying bar that is operated by hydraulics within the room. This will create a shaking motion that mimics an actual earthquake. This accompanied with the VR goggles that I placed outside the door would help create an immersive earthquake experience.