Whispers from the Pages

Whisper from the Pages is a VR journey through a magical village that rises from a storybook. As a floating observer, you explore lively scenes, solve riddles in a colosseum, and meet friendly villagers—each interaction unlocking a new whisper from the enchanted pages.

1) Riddle Questions

Figure 1

At the start of the VR experience, the user is placed in front of a Colosseum gate. There are 3 riddle questions in front of the gate. The user must answer them correctly using gaze-based selection. Once all answers are correct, the user is teleported into the Colosseum.
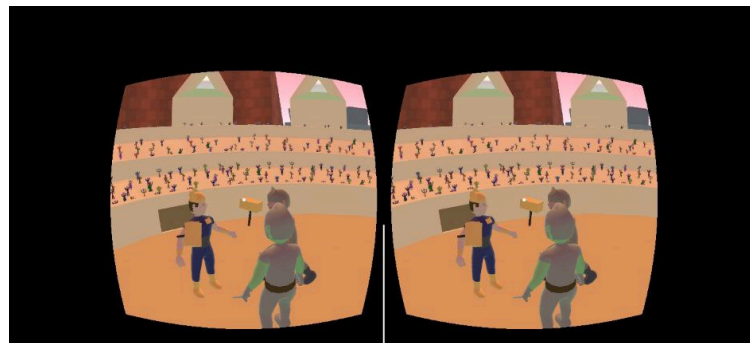

Figure 2

If the user **answers a question incorrectly**, a message appears:*"The riddle remains unsolved, like a door sealed by forgotten magic. Will you try another whisper?"* A **Retry button** will also **appear**, allowing the user to try the same question again.
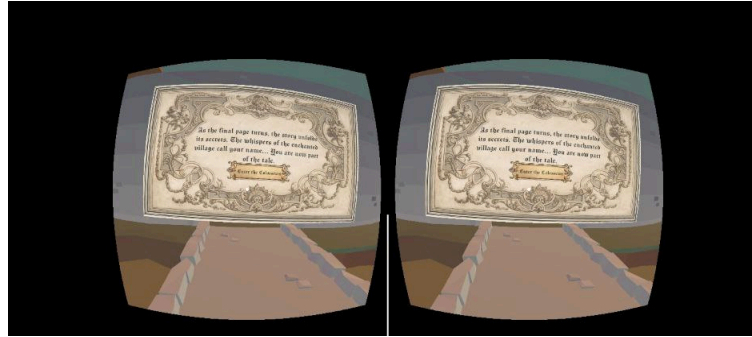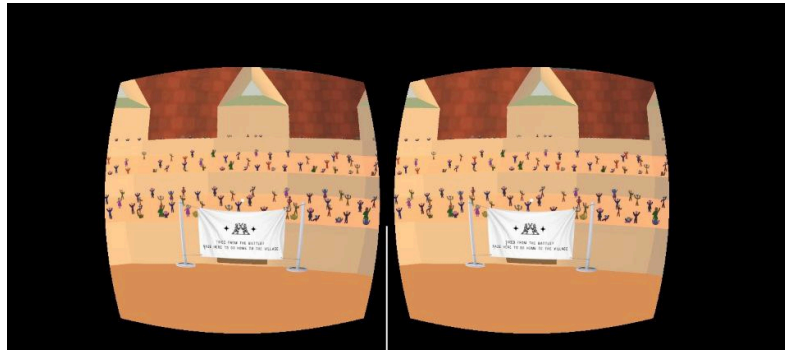

Figure 3

If the user answers all the questions correctly, a message appears: *"As the final page turns, the story unfolds its secrets. The whispers of the enchanted village call your name… You are now part of the tale."* A **Teleport** button will also appear, allowing the user to move from the front gate to **inside the colosseum**.

Figure 4

Inside the colosseum, users will see several replicas showing how people from past centuries fought in arena battles. The surrounding supporters simulate the intense atmosphere and excitement of these historic competitions.
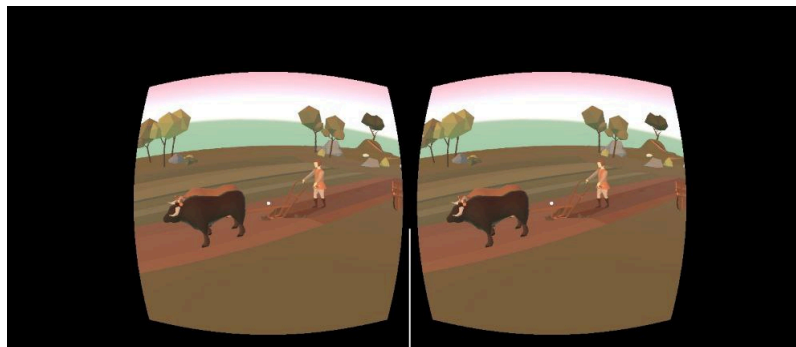
Figure 5

At one of the gates, **a banner** displays the quote: *"Tired from the battle? Gaze here to go back to the village."* When the user gazes at this banner, they will be **teleported back** to the front of the colosseum gate.

2) Sounds of the Storybook

There are several sound-based interactions included in the VR experience, triggered by user gazing at the characters.

i) Farmer with Buffaloes

A friendly farmer stands **beside two buffaloes** near a ploughed field. When gazed upon, **he greets the player** with: "Howdy, traveler. Meet my strong and stubborn buffaloes — we've been ploughing this field since sunrise." Alongside the dialogue, the **sound of buffaloes** will play
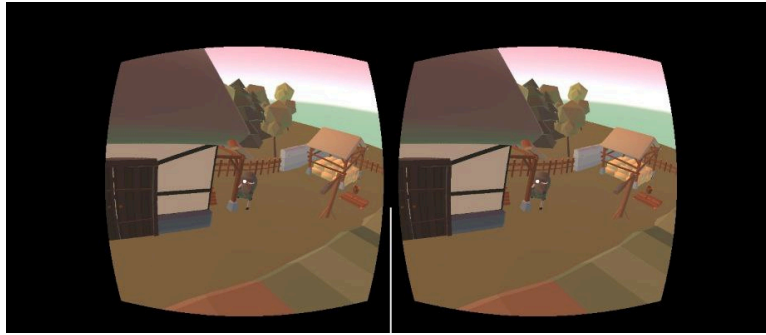

Figure 6

Figure 7

ii) **Sheep sound**

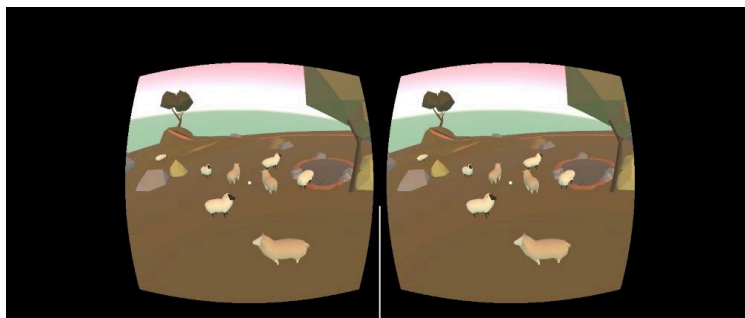When the user gazes at the **herd of sheeps**, a **gentle bleating sound** is triggered.

Figure 8

iii) **Fisher by the bridge**

As the **user gazes at the fisherman** near the village bridge, he says: "Shhh… I think I'm about to catch a big one, or maybe… just another boot."
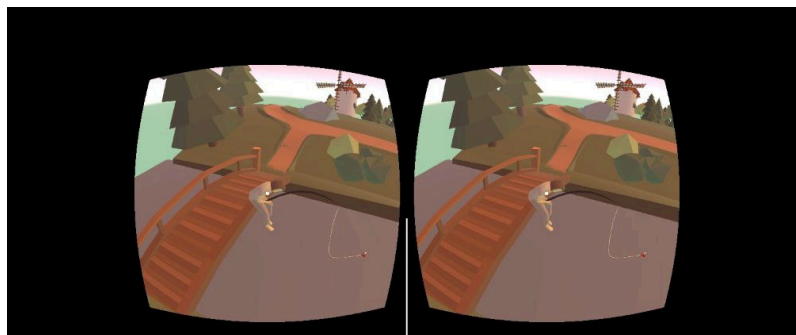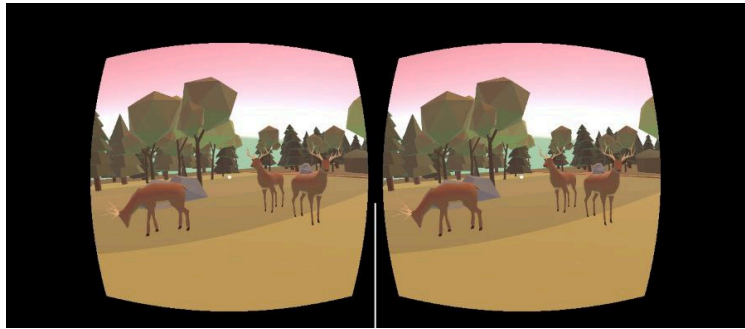

Figure 9

iv) **Deer in the Forest Area**

When the user gazes at the **deer resting near the trees**, a gentle deer sound is played.

Figure 10