290A - HW2

Write a short response describing the experience, the interactions, the visuals, the sounds. What did you like or not like? What aspects felt realistic, interesting, immersive, engaging, off-putting, ...? Does VR provide you with something that can not be replicated in more common media formats?

PlayStation VR: resident evil

The game started with the player in a sitting position(with tied hands), this was designed incredibly well as sitting in an easy player pose to achieve in PSVR. The sitting posture coupled with the way the controller rests in your hands added a constrained movement which made the game feels that much more realistic since VR doesn't encourage free movements.

Another feature that they did well was the audio component of the game. Hearing the creatures approach with different sound levels (with an actual lack of visual cue*) helps create a level of immersion by tapping into fear since visual information is one of the primary ways we acquire knowledge of our surroundings.

*lacking visual cues helped immersion in my case (they featured that well as they added blindfolds over the player's head)

Another game involved sliding on a skateboard on a busy street. The experience was utterly offputting as the player lacked actual movements and effects in real environments vs. the virtual one. (ex. wind or height effects cannot be transferred via VR without a mechanical component built to accompany it)