Bachelor Thesis

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**Description**

This Bachelor thesis researches what inpact the virtual environment, character design and overall game design has on the immersion of the user. It researches different types of immersion. It also analyzes the different stages of immersion and user experience regarding the overall game design.

**Temporary Title**

The Influence of Virtual Environment and Character Design on Immersion in VR Gaming

**Research question**

“How does the design of virtual environments and characters influence immersion in VR games?”

Other research question:

"How do different narrative and storytelling techniques in VR games influence player immersion and emotional engagement within the virtual world?"

(list of reference does not include this research question)

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**List of references**

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**Github-Repository**

https://github.com/sophiahoelzl/Sophia\_Hoelzl\_BA1.git