

## VR Experiences

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### *Superhot VR*

As a first-time experience, *Superhot VR* was interesting and fun. I enjoy how responsive and immersive it was. The one thing I could complain though, is probably how blown out the white background was. It took a bit of time to get used to it, and in some cases made it difficult to perceive some of the room. Other than that, I enjoy that it kept me on edge since there were enemies sneaking up on my blind spots.

### *Beat Saber*

I had never tried *Beat Saber*, but I was already familiar with it, and was expecting to be overwhelmed by the game. However, when I played, I was surprised by how good the game looks and runs. I really liked that it was intuitive. Controllers were very straight forward. If I had to complain about anything is that the body motion felt a bit clunky. Other than that, very fun experiences.

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### *Zenith: The Last City*

While I've had VR Experience for the last year, *Zenith* was the first time I played an MMO (Mass-Multiplayer Online) Game in VR. One of my favorite things about VR, is that your memories of the game are not associated with viewing a screen, but rather experiencing the world through your own eyes. As a result, one of my favorite things about playing this VRMMORPG, is that its an extremely immersive experience, in which the user gets to become a Blade Master or Mage and watch everyone else do the exact same. It is a surreal and beautiful experience! On the other hand, locomotion and movement is still jarring to some folks in VR, and this game is no exception. It's one thing to stare at a screen while playing a game, but it's another thing to see the literal world around you move, while you yourself are standing in one area.

### *Cook-Out: A Sandwich Tale*

Imagine you're in a kitchen with up to three of your friends. It's...chaotic to say the least. *Cook-Out* is a kitchen simulator game where you and your friends will run a small sandwich shop as it attempts to feed the citizens of its imaginary town. When playing it, I really enjoy how immersive the audio experience is in regard to spatial awareness. When playing with a full squad, you will typically have two people in front of you, and one on either your left or right side. It's a surreal experience when your partner on your right side can be heard on your right side! One of my only complaints with the game though is how reliant the game is on having ample space in front of you to place dishes on the submission platter, oftentimes having to reach a long distance to place the plate on the platform.