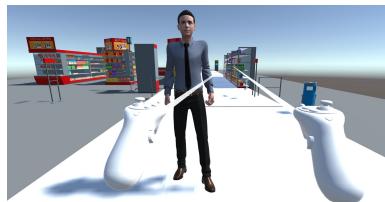


Open VR Environment Skeleton for the Pico 4 Enterprise









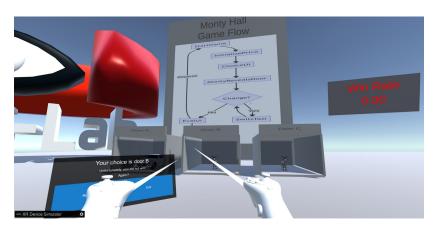
Experimental design suggestion

Based on the decision from experience paradigm. Aims to how choice architecture influence decision in Monty Hall task (Luca, 2007).

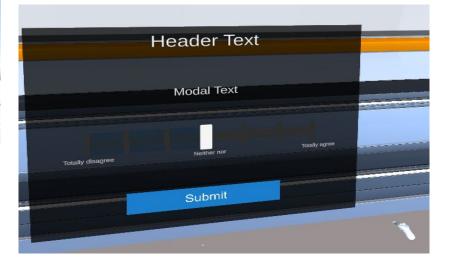
- n-doors Monty Hall Game
- Introduce a search cost
- Within subjects: 5 versus 9 doors
- Addition Between subjects: sorted versus unsorted door color sequence (e.g., red to green)

Research questions:

- Does the complexity level of the choice environment influence human perception of the host's action?
- Is the switch last minute (SLM) paradigm the optimal solution for a sorted n-door game version and can we replicate it experimentally?

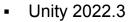






Unity environment

Freely available on https://github.com/tobias-weiss-ai-xr/ **PicoExperiments**



- PICO Unity Integration SDK 230
- Eye tracking and face tracking examples
- Templates / Demos for
 - Al Agent Showroom
 - Supermarket 0
 - Tank/Car/Plane showroom 0
 - Immersive Questionnaire 0
 - Let's make a deal (Monty Hall) 0
 - and more...

