

ADAPTIVE COMFORT SYSTEM IN VIRTUAL REALITY (ACSVR) FOR MOTION SICKNESS USER

Introduction

The Adaptive Comfort System in Virtual Reality (ACSVR) aims to reduce motion sickness in VR. It uses advanced methods include eye tracking, heart rate monitoring, adaptive algorithms, personalized comfort profiles to enhance user comfort

Problem Statement

Motion sickness in VR causes symptoms like nausea and dizziness, hindering user experience and reducing VR engagement.

Objectives

To minimize motion sickness in VR and personalize VR experiences for user comfort.



Customizes VR experience based on user preferences.

Choose whether to enable the heart rate monitor and eye movement tracking

Pop-up message alerts users when motion sickness are detected

Design Process and Iteration

- User Research
- Task Analysis
- User Flow and Interaction Model
- Wireframes
- Digital Mockup

Benefits to the User

- Personalized Comfort
- Real-Time Adjustments
- Enhanced VR Experience

Benefits to the Society

- Increased Adoption
- Improved Accessibility
- Educational and Therapeutic Use

Commercialization Potential

- **Gaming:** Reduces motion sickness, boosting player satisfaction and retention
- **Healthcare:** Enhances patient comfort in VR therapy, improving outcomes.
- **Training:** Minimizes discomfort in VR training, such as military and aviation