IMMERSED VR

Paving the way to VR for new users

How can we help new users transition to using VR in a way that is natural, immersive, and draws on their existing knowledge of how things work using Valve’s upcoming controller?

PROCESS + DISCOVERY

Research
Users need to feel in control of their experience. Confusion and stress occur when they don’t know what to do.

Analysis

Ideation
New & experienced users would like to be able to quickly refer to instructions at any time.

Prototyping
Explored new methods and found a fast and effective way to test using projection, paper, and physical props.

Evaluation
Context & size impacts preferred interactions. Ease and immersion need to be balanced.

RECOMMENDATIONS

Help users feel safe
Users felt stressed when they didn’t know what to do or how to do it. Users had the most enjoyment when they felt in control.

Teach without “tutorials”
All test participants skipped tutorials but still wanted to play immediately. Users wanted a simple reference when stuck.

Allow for customization
We observed diverse ways of learning which can be facilitated through customized options. This also aids accessibility.

Build on 3D knowledge
Meaningful interactions based on knowledge of the real, physical world resulted in greater immersion and enjoyment.

Keep gestures natural
Unnatural gestures were difficult to learn and caused fatigue. Hands should be comfortable for common interactions.

PROPOSED SOLUTIONS

Controller guide that can be accessed at ANY time
Problem solved: Frustration and discomfort from not knowing how to interact + the impact of skipped & forgotten tutorials

Consistent methods to select
Problem solved: Having to re-learn controls when switching experiences

THE TEAM
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