

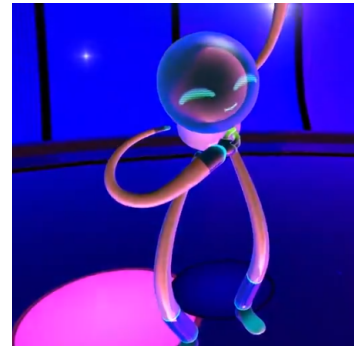
Assignment for a game designer

## What can and can't you do in VR?

– A 10-minute experience for innovation managers

In short

Your job	You are going to design a VR application for the Meta Quest 2. This application will take an inexperienced VR user through a variety of experiences that quickly show the ins and outs of VR.
Your goal	To design an Meta Quest 2 VR app that allows people to experience in a short time period what the possibilities and limitations are of VR. The goal of this application is to inform people with little VR experience, so they can make more informed decisions on whether VR would be a suitable platform for their needs. For example, whether it would be suitable to develop a VR training program for certain technical skills.
Possible solutions	Inspiration can be drawn from frequently-used entry VR applications such as The Lab, Virtual Rick-ality, Meta Quest First Steps, and Richie's Plank Experience. The design should be a short experience of 10-15 minutes and should include certain key aspects (ins and outs) that need to be inventoried.
About you	<ul style="list-style-type: none"> <li>- You want to learn about VR design for Meta Quest</li> <li>- You want to learn about the ins and outs of VR</li> <li>- You like to develop and test new concepts with users</li> </ul>



### Reason for this assignment

Virtual reality is becoming commonplace enough that people with very little experience with this technology suddenly have to make decisions on whether it is a suitable solution for problems they face. Connec2 (The Virtual Dutch Men, research group Ambient Intelligence and research group Technology Health & Care work together in a project to help nursing trainers and hospital innovation managers decide whether to invest in VR for training personnel. A key problem these trainers and managers encounter is that they do not have a good sense of what is or isn't possible with the current state of VR.

### Your job

- To develop a suitable experience, you will first need to determine what the ins and outs are that should be part of the experience. You can build on the VR suitability conversation topics developed in the project so far, have additional interviews with experts and end users, and look at existing solutions (applications currently used as entry points for these types of users, such as Meta First Steps and Virtual Rick-ality).
- Then various concepts can be thought up and evaluated with VR experts and end users such as nursing trainers, to then narrow it down to one concept which will be storyboarded and possibly developed into a prototype.
- The prototype will be developed and evaluated iteratively with feedback from experts and users.

The focus is on the user experience, not on the art or specific engineering challenges, and can be adjusted based on your interests and skill set, as long as the main goal of experiencing what can and can't be done in VR is still achieved.

## Your client

Ambient Intelligence (AmI) is a research group that specializes in making our environment smart. Our research comprises the fields of embedded systems, data science and augmented interaction. Examples of our projects can be seen at [www.saxion.edu/ami](http://www.saxion.edu/ami).

Expert VR input will be available from Connec2 (The Virtual Dutch Men).

**For more information**, contact **Danny Plass** ([d.plass@saxion.nl](mailto:d.plass@saxion.nl)).