Influence of navigation interaction technique on perception and behaviour in mobile virtual reality

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ABSTRACT

In recent years the development of affordable virtual reality has opened up enormous possibilities for virtual rehabilitation, and the introduction of ultra-low cost mobile VR such as Google Cardboard has real potential to put virtual rehabilitation right into patient's homes. However, the limited interaction possibilities when a mobile phone is mounted into a headset mean that these devices are generally used for little more than passive viewing. In this paper we present an evaluation of three approaches to supporting navigation in mobile VR, and discuss some of the potential hazards and limitations.

Full papers will be published in the Conference Proceedings and will be freely available to delegates at the conference and online on September 20, 2016.