VREMOTE

using interaction in a virtual environment as a technique to elicit emotion

- 1) create a Virtual Environment (VE) which can manipulate the amount of interaction between the participant and the environment (through varying levels of interaction).
- 2) create a believable AI in the VE that reacts to the participant's actions by dynamically altering the environment or the AI's behavior.

developed with unity game engine, built following the user-centred design (UCD) paradigm

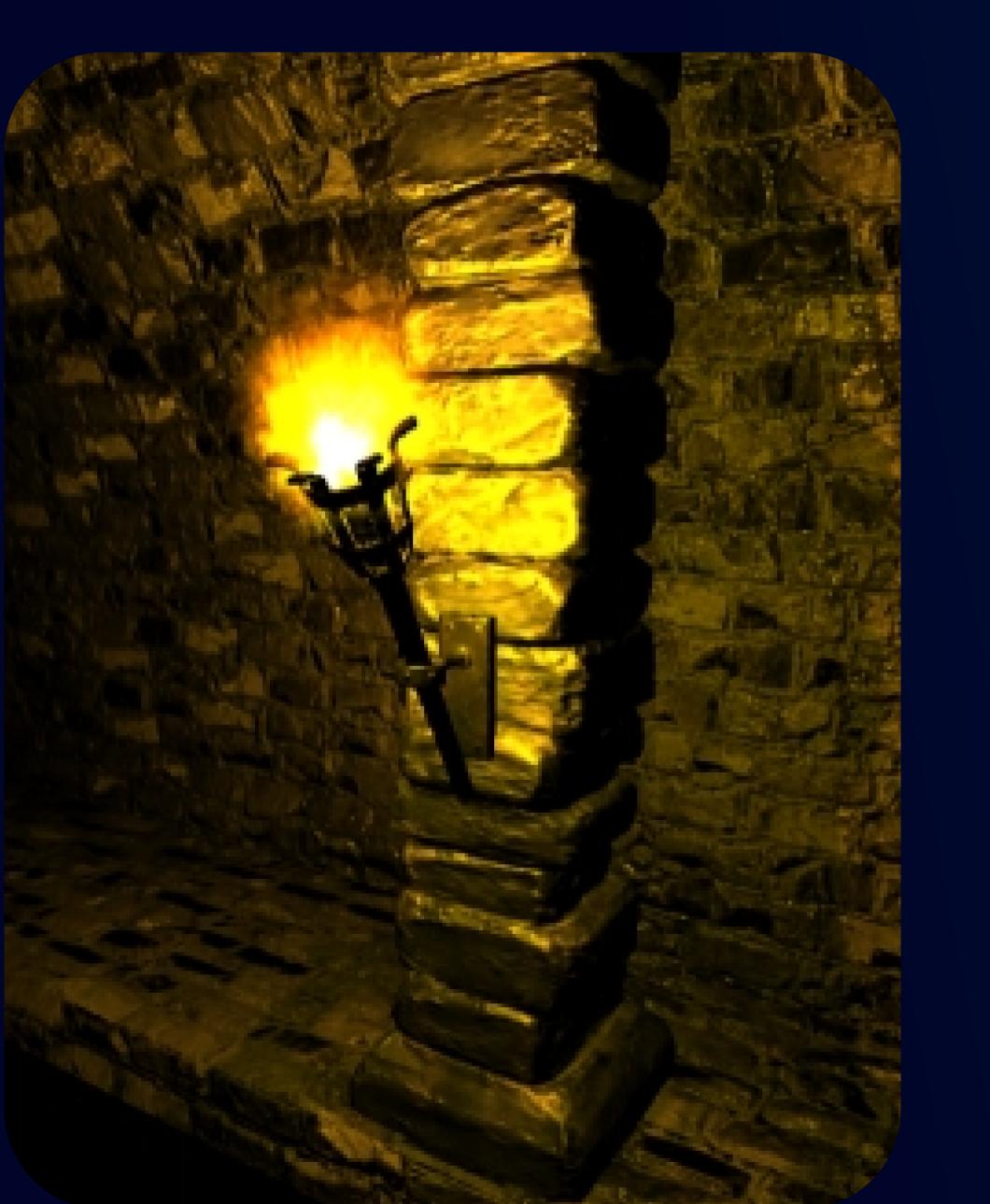
testing

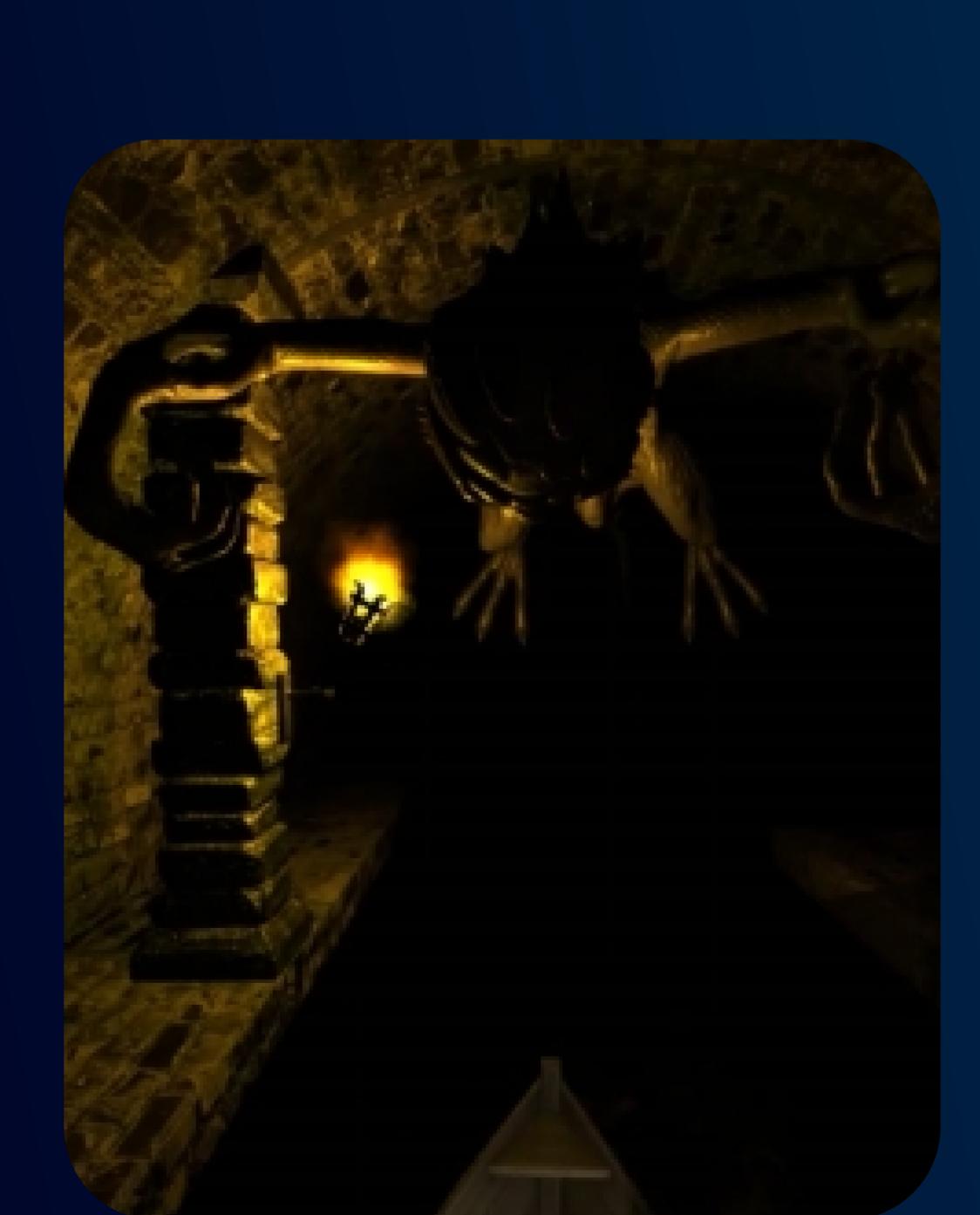
open form emotional questionnaire and expert VR heuristic evaluations





control a boat surveying canals in a dark sewer, stalked by a monster by jordan taschner





SADNESS

bond with a puppy, but be met with a deeply saddening incident by brent van der walt





levels of interaction



mid

I speed of boat

advanced

I full boat control,

levels of interaction

base

I hand models

mid

I selection of puppy

advanced

I hand gestures