Standalone VR Devices #6DOF #WIP

GUARDIAN USER EXPERIENCE

The purpose of this document is to highlight potential changes to Guardian that will enhance user experience while taking into consideration research into user behavior changes tied to tether-less and room scale VR.

Core UX Changes:

- **Mobile - Setup** [1]
- **Grounding - Pre-Experience** [2]
- **Immersion – During Experience** [3]
- **General Improvements** [4]

Mobile – Setup

One of the big differentiators with Monterey hardware is it is mobile. We want to encourage users to make use of this feature. Research shows that many VR users have VR setup not in the biggest area in their household but where their computer is. However, this means guardian needs to make this easy for users to enjoy. Guardian needs to:

- Support saving multiple scanned rooms per profile.
- Larger spaces, especially those that are shared, are more likely to change over time meaning people may forget to rescan
  - Guardian needs to remind people to ensure saved scans are still valid.

Grounding – Pre-Experience

One of the big differentiators with Monterey hardware is it is tether-less. This is good but also introduces some new challenges on the user experience side of things. Research shows that although cords can be a hassle, they also act as additional grounding tools for users while in VR. They help users understand limitations, and without these cords users can experience much higher anxiety, causing their experience in VR to feel more limited than with the cords. Guardian needs to:

- Support Grounding Experience Phase
- Allow Option for Users to Keep Floor Grid on At Varying Opacity
- Allow Option for Users to keep Wall Grid on At Varying Opacity

Immersion – During Experience

Monterey Hardware will encourage room scale design, combined with tether- less; research shows users will be immersed at a much faster rate with this combination as compared to tethered VR. Immersion is great for VR but also comes along with various safety and design accountabilities to ensure users do not hurt themselves, others, or their property.

Guardian needs to:

- Support a two-phase warning system
- Support timing/spacial options for when Guardian will appear
- Support audio/UI cues for areas that may be out of user sight (i.e. ceilings)

General Improvements

Research around room scale and tether- less VR also led to various user feedback on how Guardian and systems like it can be improved. These were some of the issues that came up multiple times:

- Guardian needs a solution around ceiling height/warning.
- Ability to set floor outline to "always on".
- Ability to adjust the color, opacity, and line density of the guardian boundary lines.
- Ability to set center and floor boundary "on"