



# Motion Sickness



# Main topics



Background information



Movement Options



Application



Try it out!



# Background information

# Information

- Movement in VR
- Different Movement Options
  - Omnidock
  - Teleportation
  - Free Movement
- Motion Sickness
- Tested in VR but also in reality

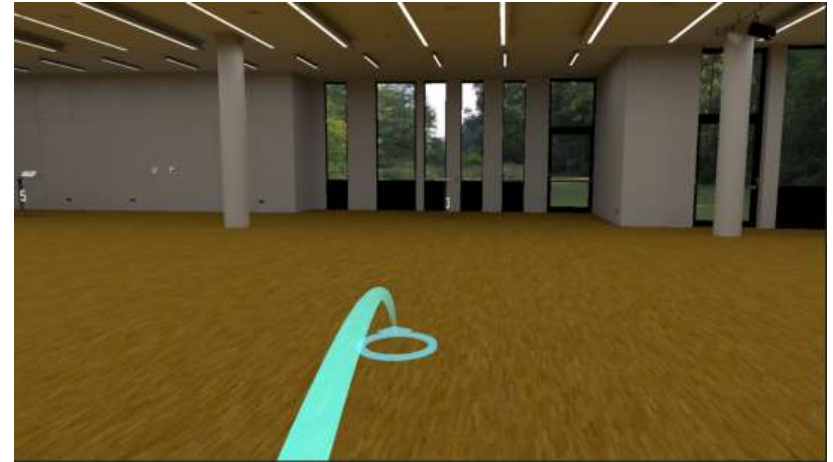


# Movement in VR

How can we move in the virtual reality?

# Movement in VR

- Teleportation
  - Button or Joystick
  - Standard Method
- Omnidock
  - Made out of 16 „treadmills“
  - Brings the user back to the middle
  - Endless walking in VR
- Free Movement
  - Moving with the joystick
  - Steady movement



# Motion Sickness

- Main purpose of the application
- Everyone can react differently
- Questionnaire at the end
- The different tasks were just for distraction
- Future:
  - Go down with the visual quality of the application and look out for changes

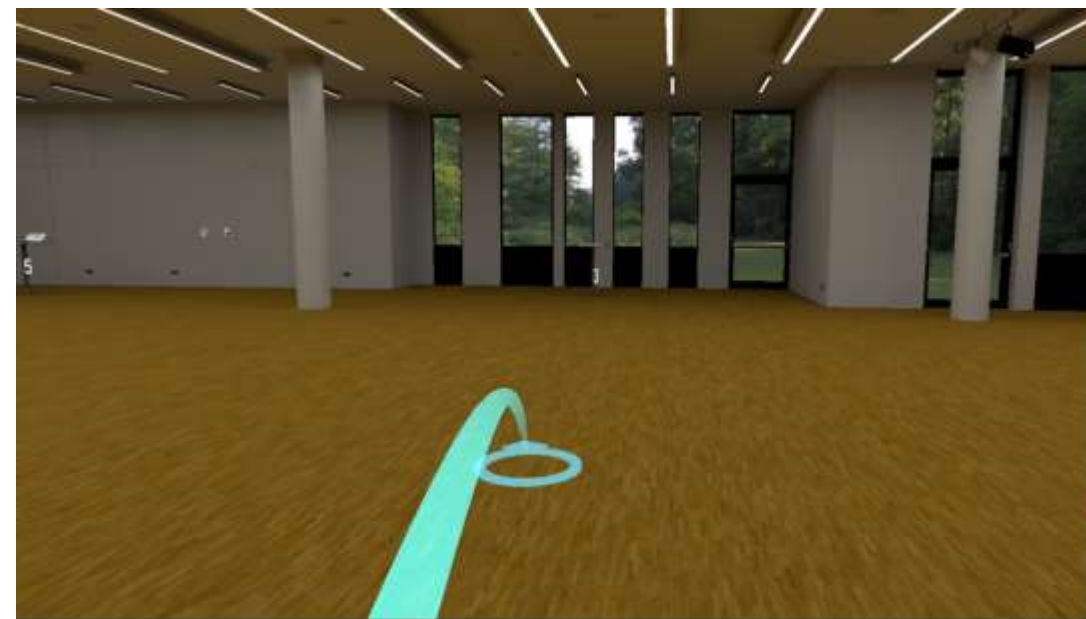
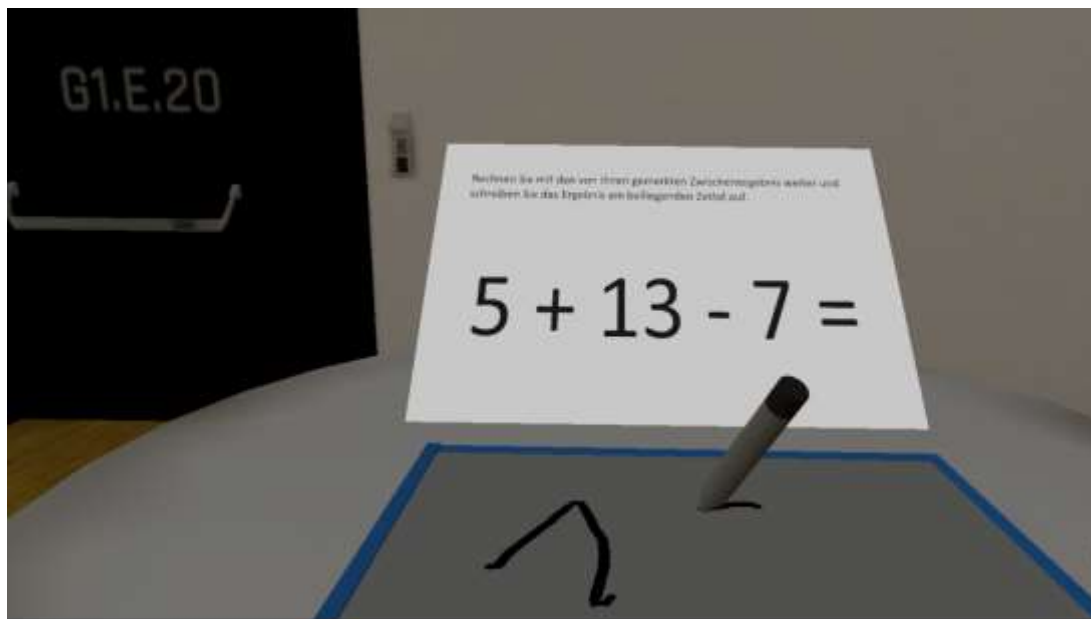
# The application



# The Application



# The Application



TRY IT OUT!

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# THANK YOU FOR YOUR ATTENTION!



[www.increas.eu](http://www.increas.eu)

<https://www.projektwelt-burghauptmannschaft.eu/en/event/flip-1-increas>



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Pilot project of the EU Commission



Erasmus+ project



Co-funded by the  
European Union

