REBOOTING GAME DESIGN FOR VIRTUAL REALITY

Jed Ashforth
Senior Game Designer, WWS Immersive Technology Group
Sony Computer Entertainment Europe

GAME DEVELOPERS CONFERENCE™ EUROPE
CONGRESS-CENTRUM OST KOELNMESSE · COLOGNE, GERMANY
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PROJECT MORPHEUS

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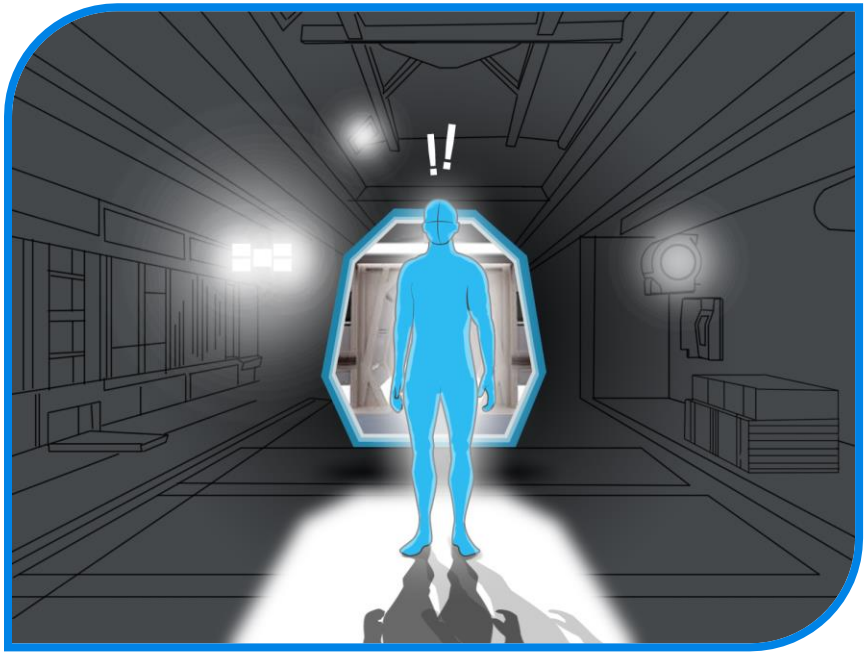
his is a prototype. Design and specifications are subject to change without notice.

CONSUMER VR : THE PURSUIT OF PRESENCE

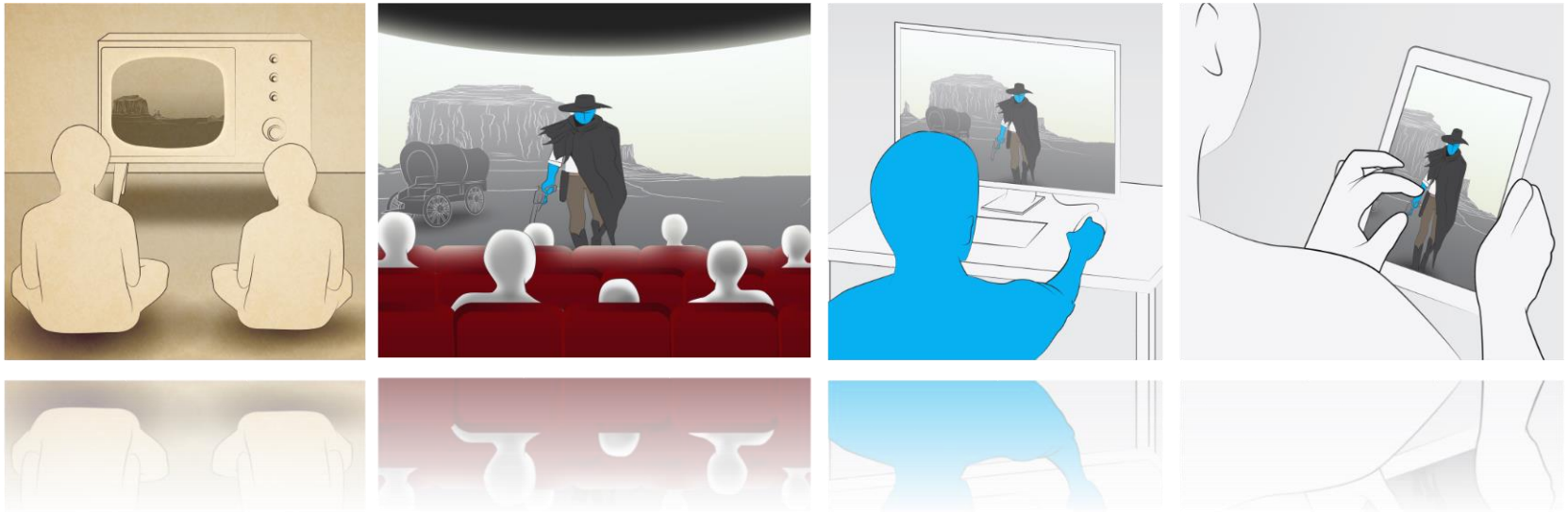
IMMERSION
DEEP MENTAL STIMULATION

PRESENCE
BELIEVING YOU ARE REALLY THERE



REBOOTING GAME DESIGN FOR VR

VR Represents a fundamental change in Viewpoint - This is HUGELY significant for Game Design!



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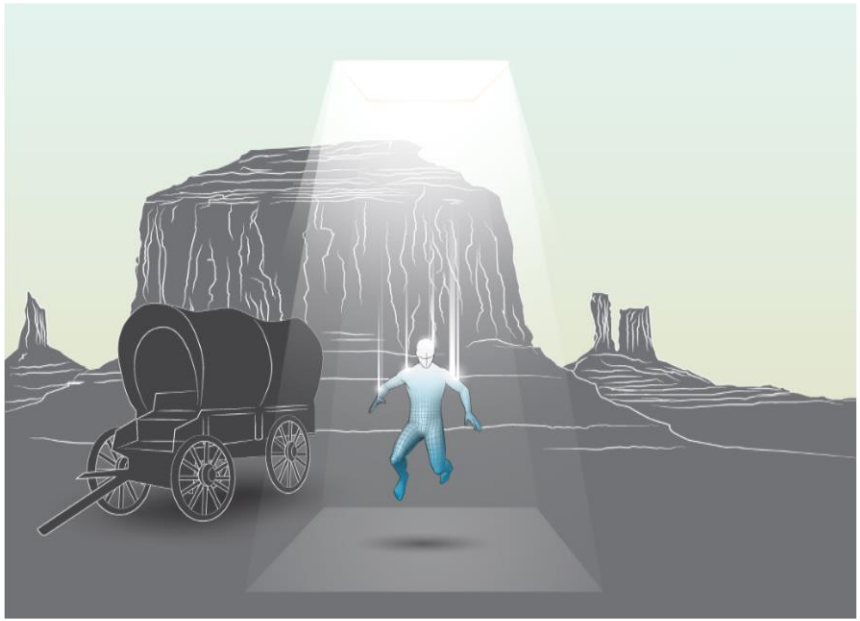
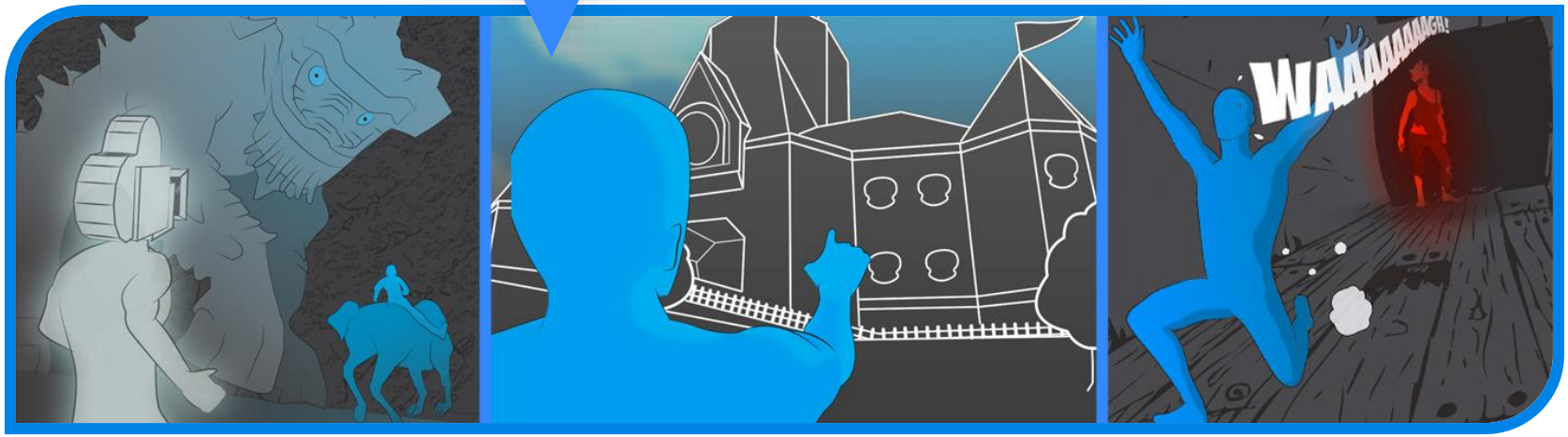


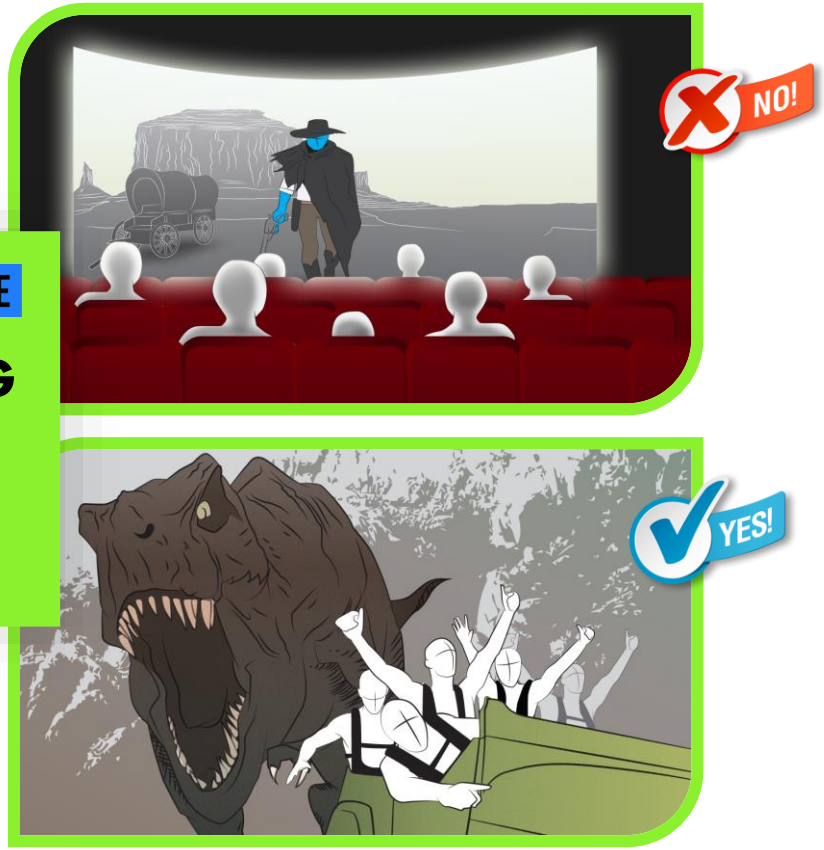
LET'S TALK ABOUT GAME DESIGN FOR VR



WE'RE NO LONGER DESIGNING INTERACTIVE MOVIES
GIVE THE PLAYER WHAT THEY EXPECT
THE DEEPER THE IMMERSION, THE MORE FRAGILE
MISMATCHES ARE INEVITABLE
NEVER TAKE CONTROL OF THE PLAYER'S HEAD
PLAYER COMFORT MUST BE A PRIORITY

REBOOTING GAME DESIGN FOR VR BEST PRACTICE

WE'RE NO LONGER DESIGNING INTERACTIVE MOVIES, WE'RE IMAGINEERING PLAYABLE THEME PARKS!



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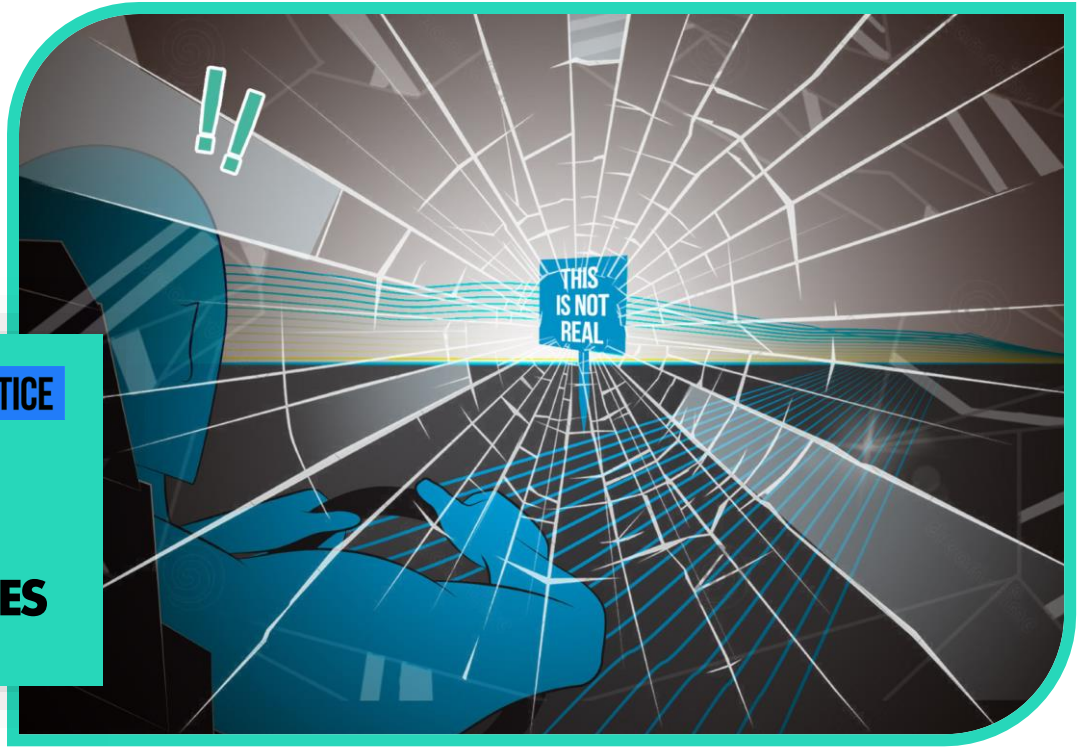

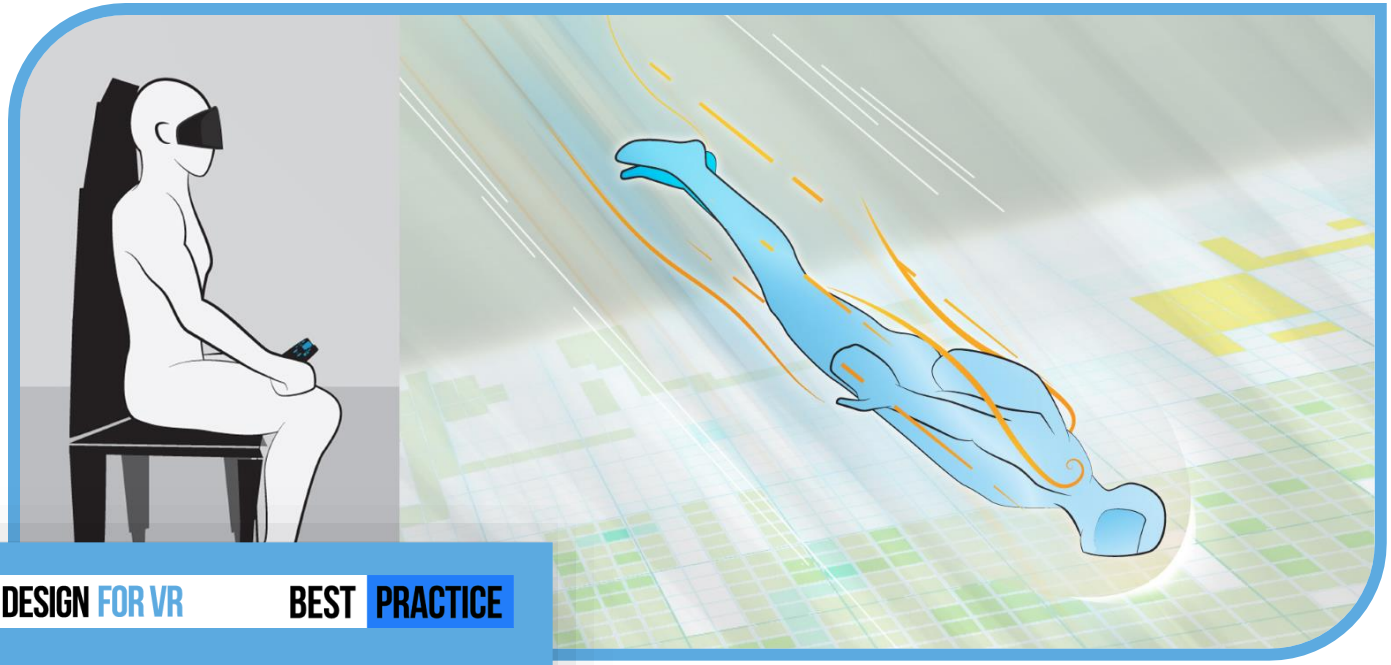

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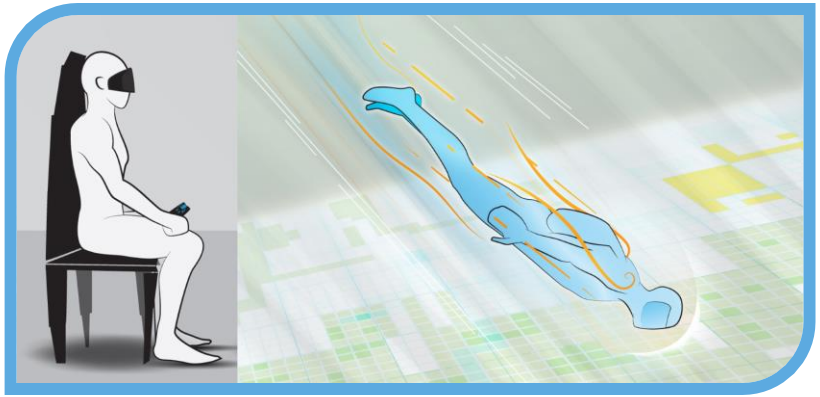
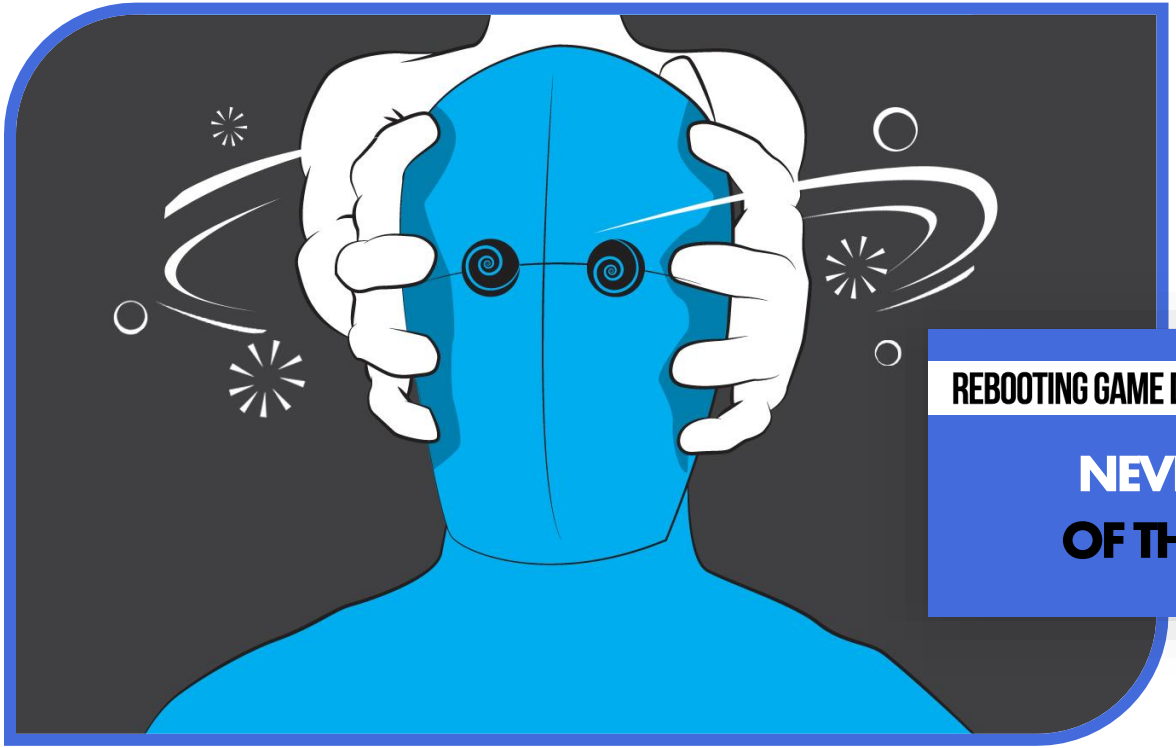
MISMATCHES ARE INEVITABLE !



REBOOTING GAME DESIGN FOR VR BEST PRACTICE

MISMATCHES ARE INEVITABLE !

- User's body posture may not match avatar's body posture
- User will not feel any motion cues
- Contact points with seat and controller will always be felt by user
- Heat, cold, wind, smell, touch, taste etc. are not simulated
- Real Life Heat, cold, wind, smell, touch, taste, sounds etc. may intrude on the virtual experience
- User will feel no resistive feedback when swords clash or walls are touched
- Weight of tracked controllers will not feel like a real broadsword or baseball bat
- VR Locomotion is performed through abstracted hand controls, not by using our feet 1:1 with real walking



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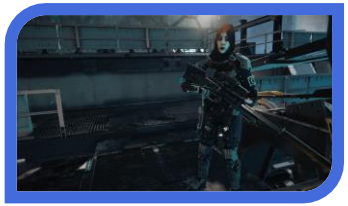

1st Person In-World

3rd Person In-World

Virtual Cinema Screen

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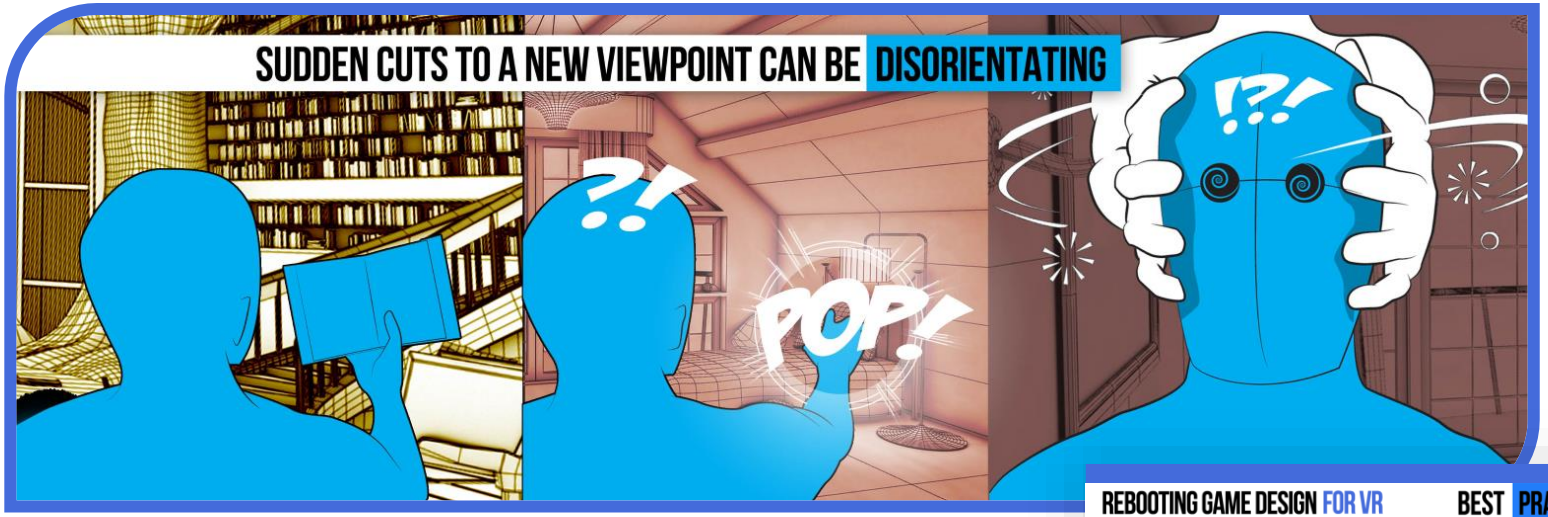

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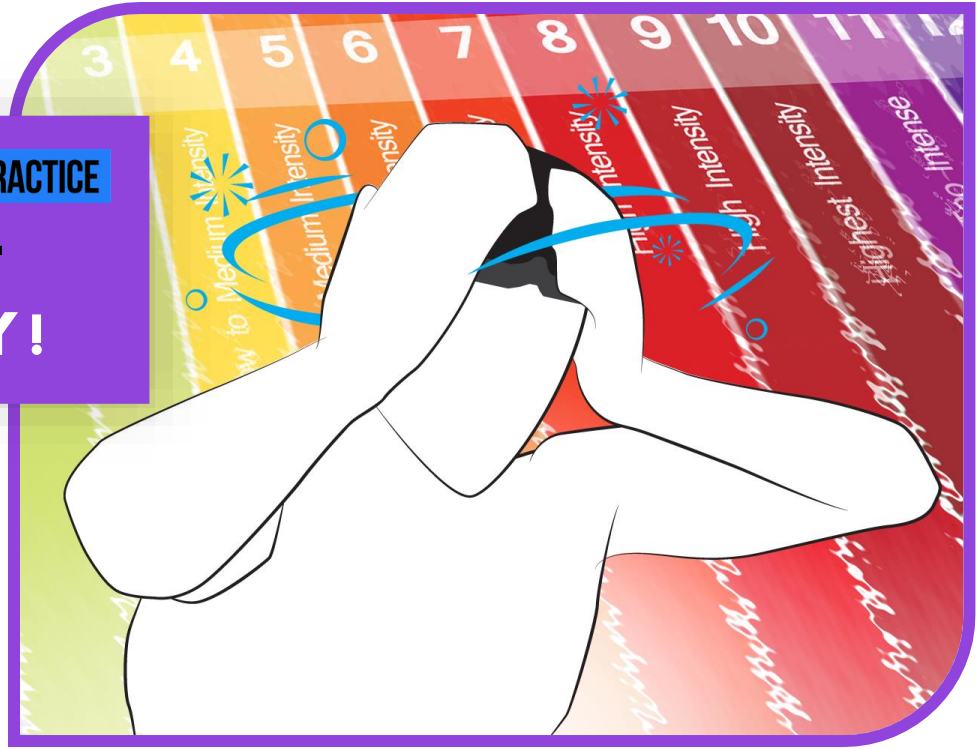
PLAYER COMFORT MUST BE A PRIORITY !



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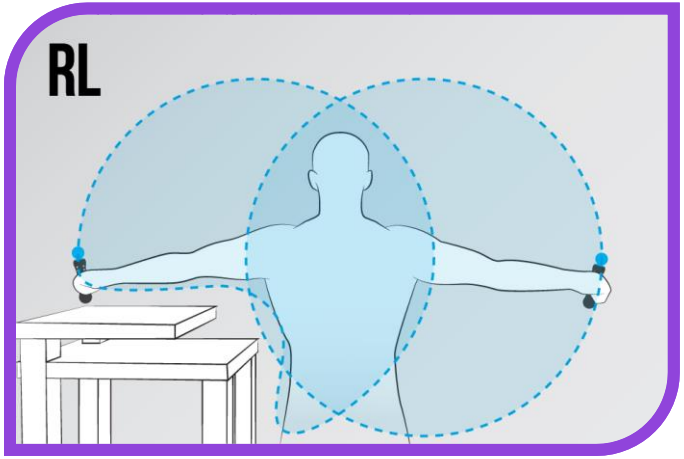

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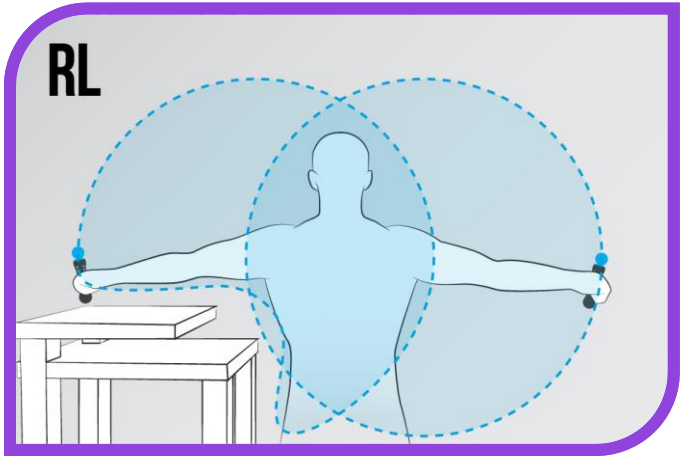

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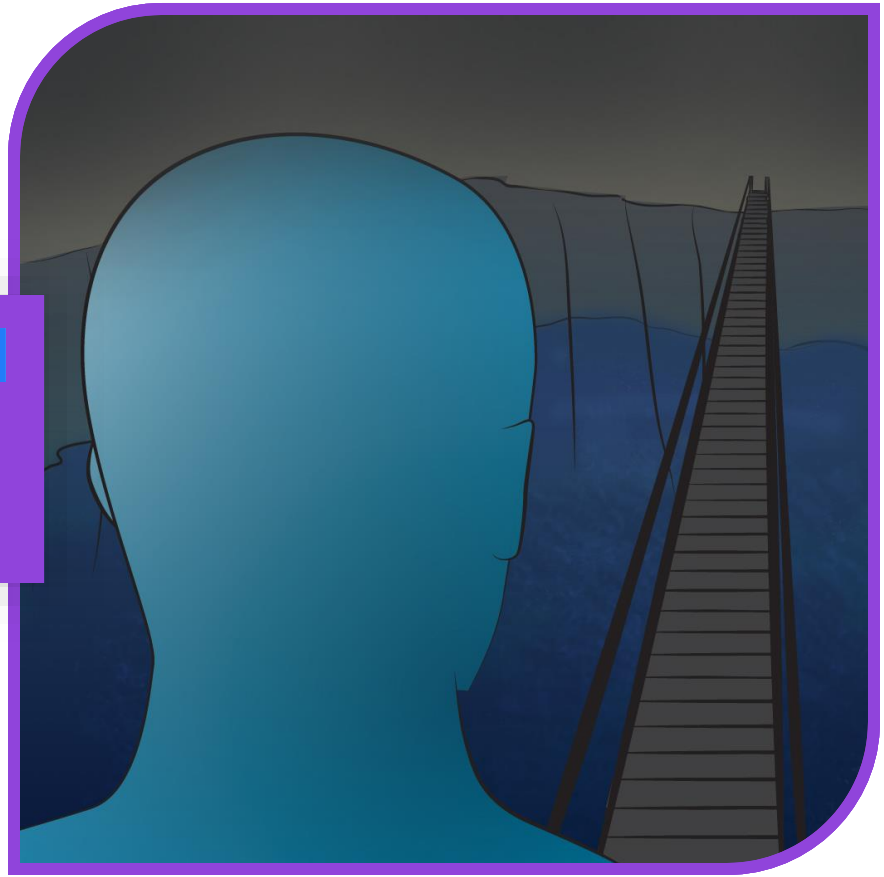

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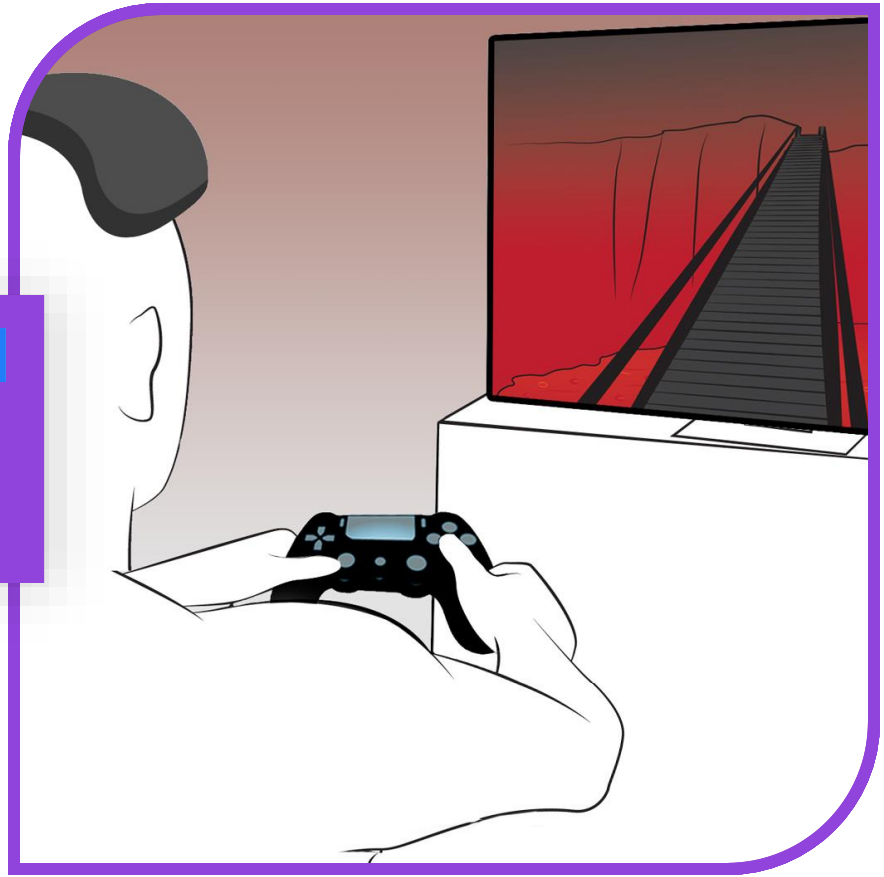

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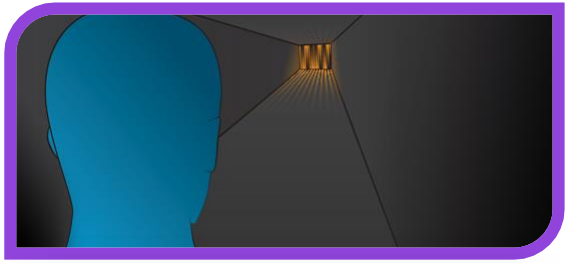
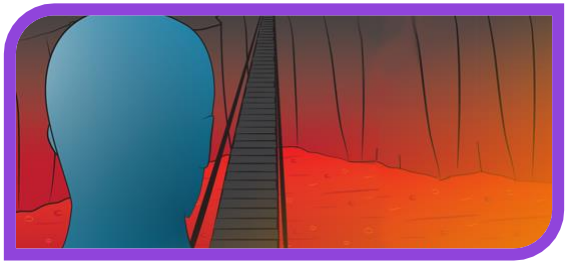
Claustrophobia



Vertigo



Fear of the Dark / Unknown

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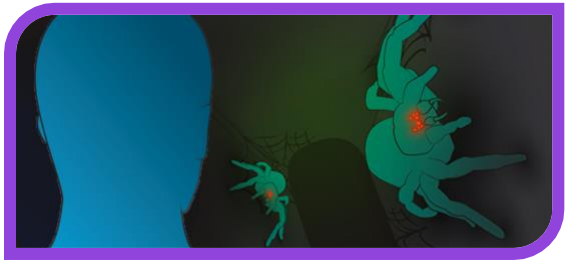
Fear of Void / Empty Spaces

Extreme / Intense Horror



Creature Phobia - Spiders. Snakes etc.

BUILDING ROBUST VR: DESIGNING FOR DEEP IMMERSION

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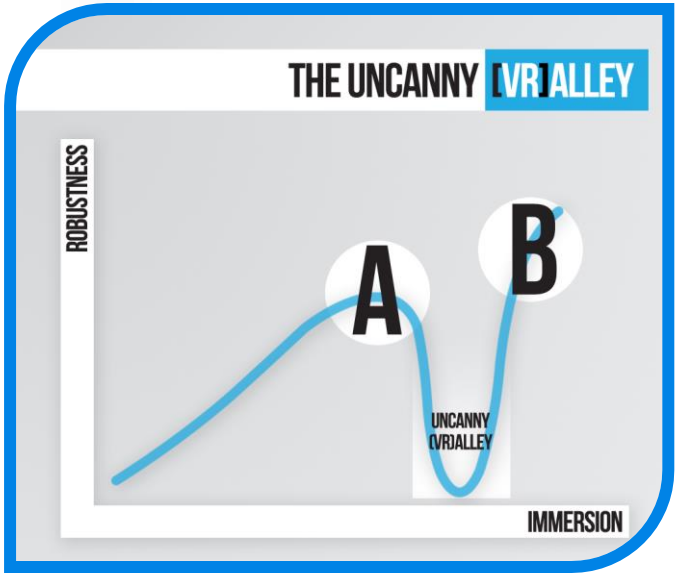

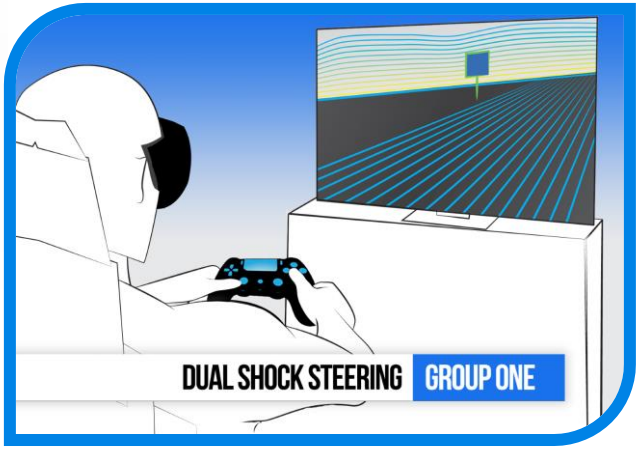

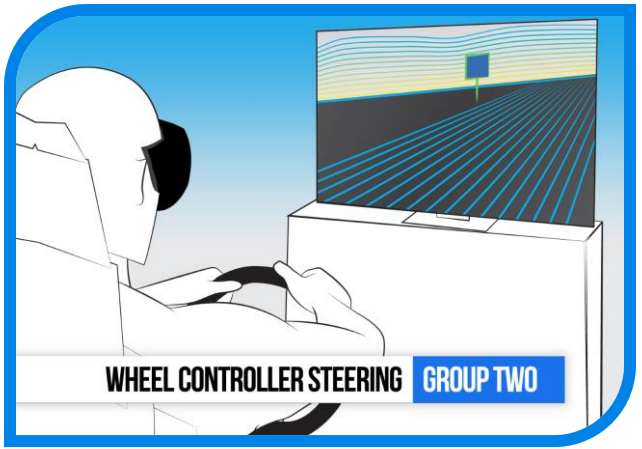

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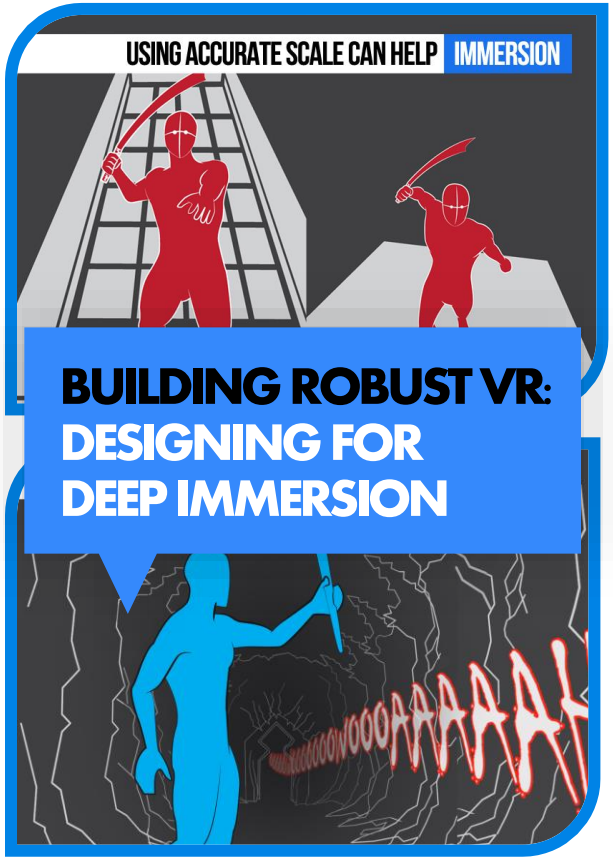
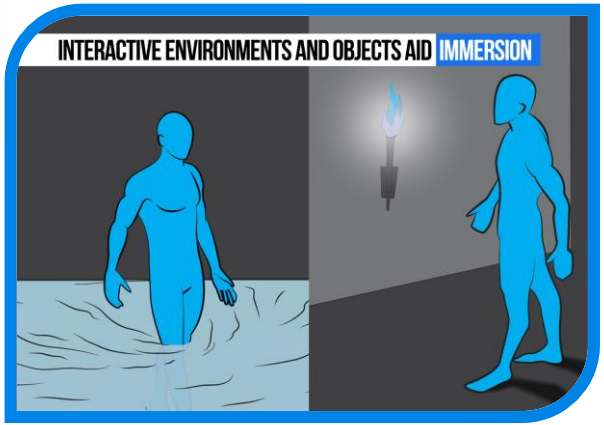
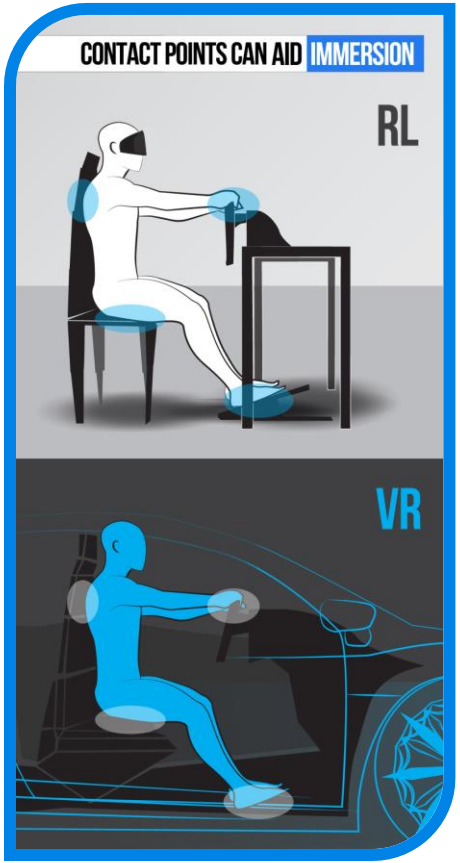
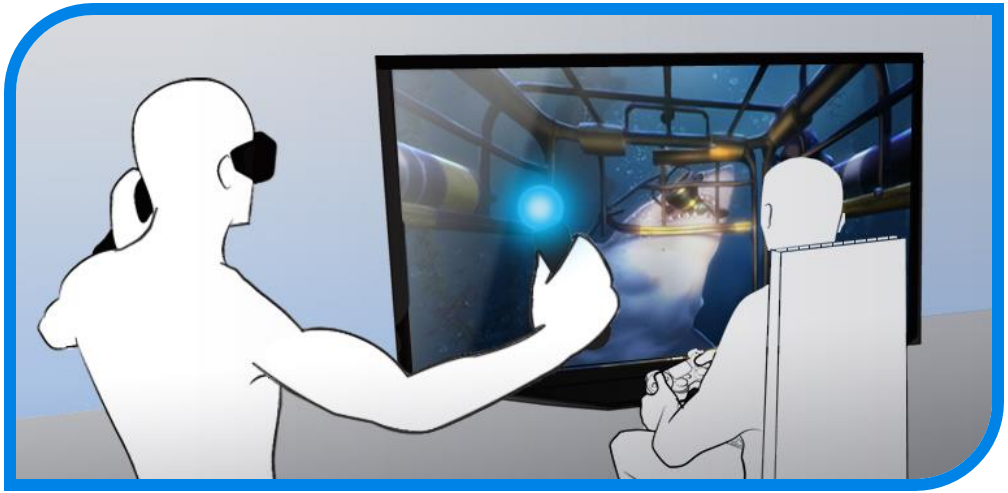
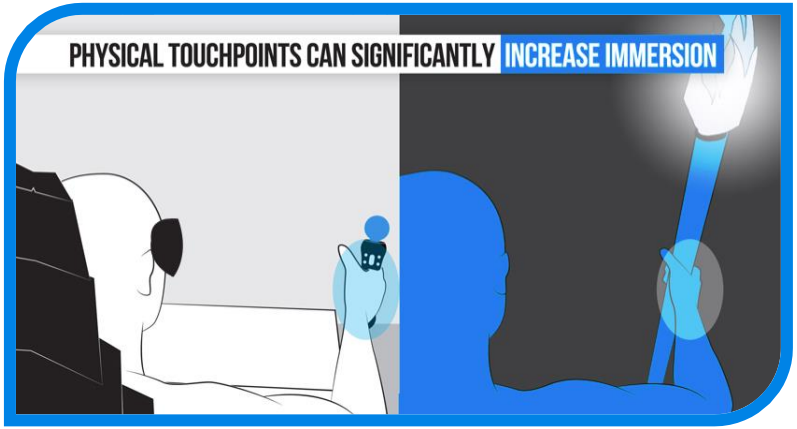


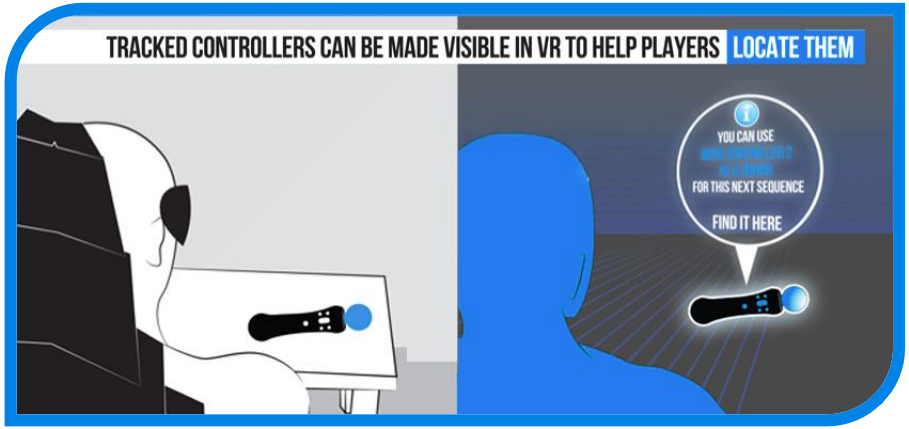






THINKING ABOUT THE MORPHEUS DIFFERENCE





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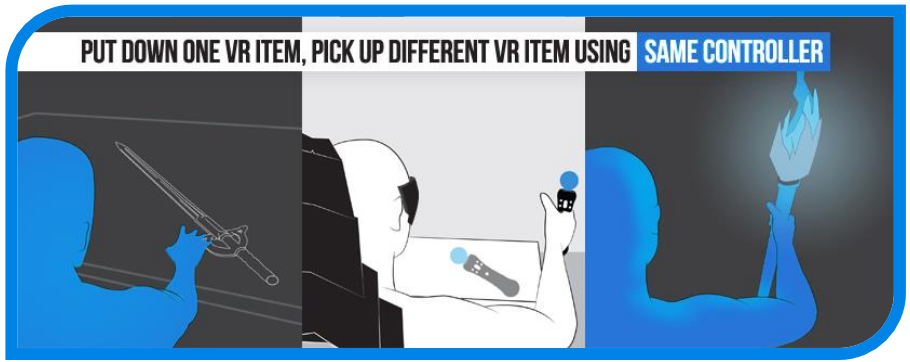

VIRTUAL PIONEERS NEEDED - APPLY WITHIN

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