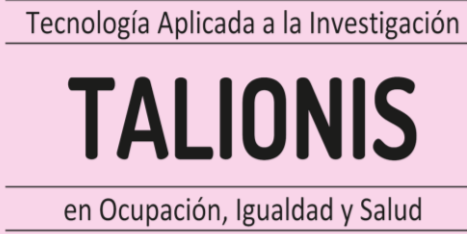


User experience in Virtual Reality from people with and without disability

Thais Pousada¹, Javier Pereira¹, Betania Groba¹, Laura Nieto-Riveiro¹, Jessica Martín¹ and Manuel Lagos¹

{thais.pousada.garcia, javier.pereira, b.groba, laura.nieto, j.martin1, m.lagos@udc.es}

¹CITIC (Centre for Information and Communications Technology Research), TALIONIS Research Group, University of A Coruña, Elviña Campus, 15071 A Coruña, Spain



Introduction

Virtual Reality (VR)

Leisure
Participation
Health - Rehabilitation



Immersion - Recreation

Open Access APP



Application in the intervention of people with disabilities

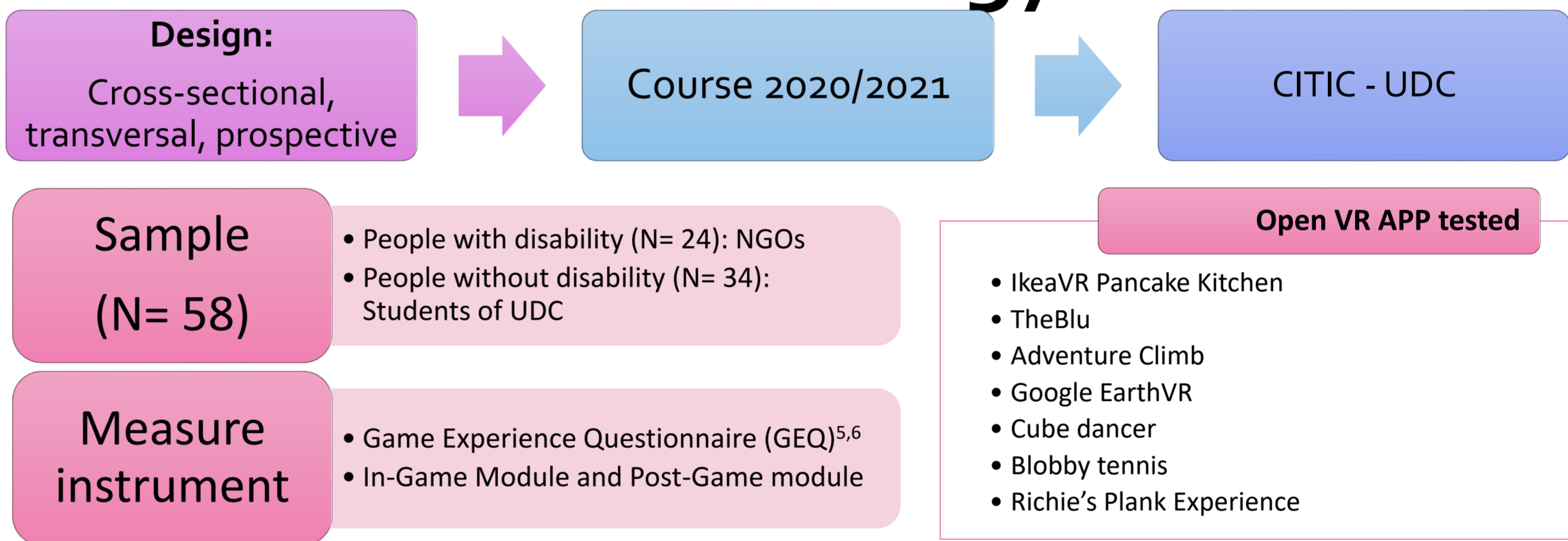
Determining factors

- Lack of usability
- Limited possibilities of adaptation
- Experience, perspective and interests of users

Goals

- (1) To analyze and determine the possibilities of generic VR applications from the perspective and experience of final users
- (2) To check differences between people with and without disability in their interaction with virtual scenarios

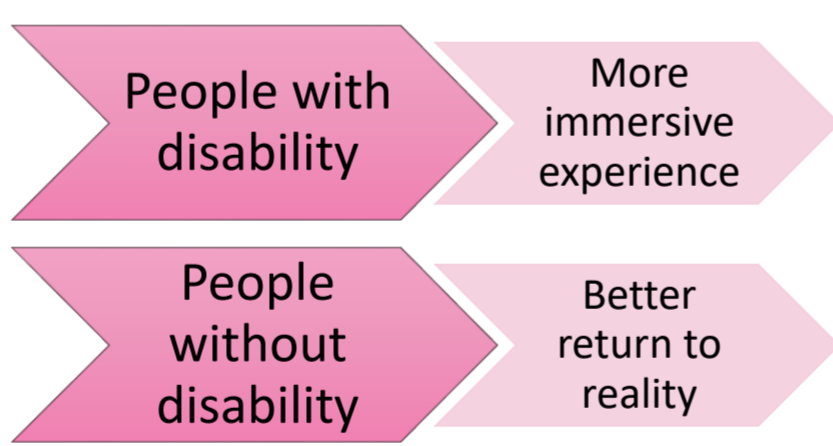
Methodology



In-Game Module

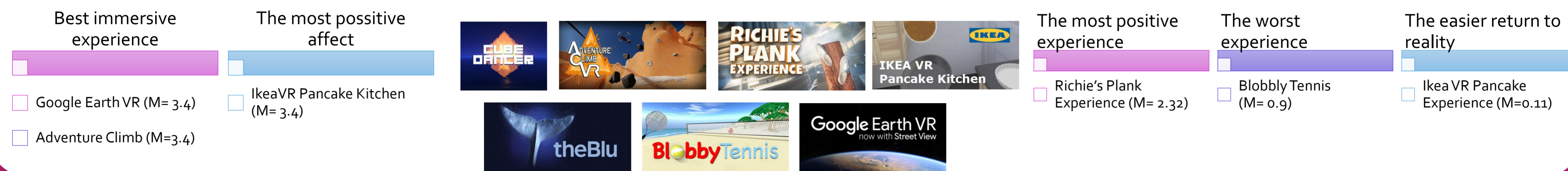
Components	People with disability (N= 24)	People without disability (N=34)	p-value
	Mean (SD)		
Competence	2,4 (1)	2 (1,1)	0,169
Sensory and Imaginative Immersion*	3,1 (1)	2,6 (1,1)	<0,05
Flow	2,9 (1,2)	2,5 (1)	0,113
Tension	0,7 (0,7)	0,4 (0,6)	0,87
Challenge	1,8 (1)	1,8 (1,2)	0,879
Negative affect	3 (0,6)	0,4 (0,5)	0,297
Positive affect	3,1 (1)	2,5 (1,4)	0,69

Results

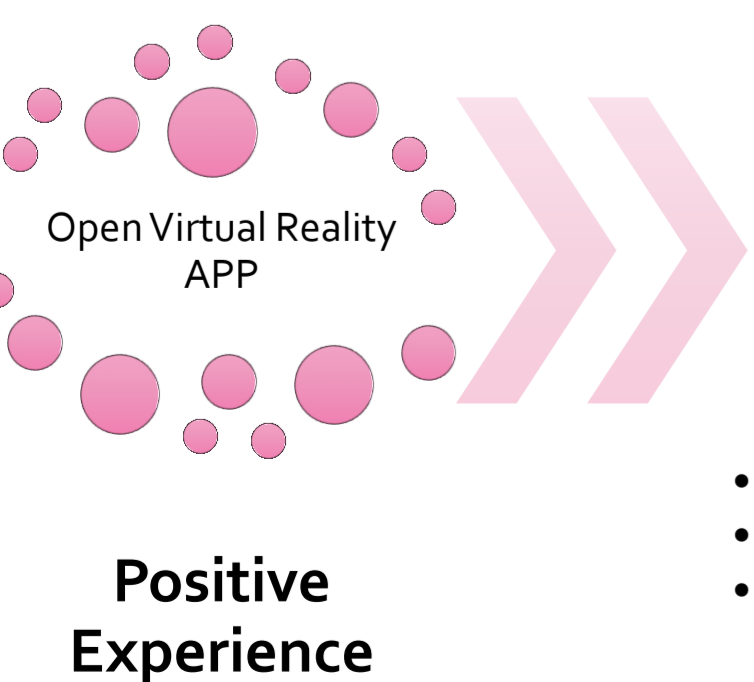


Post-Game Module

Components	People with disability	People without disability	p-value
	Mean (SD)		
Positive experience	1,98 (1,19)	1,53 (1,16)	0,151
Negative experience	0,5 (0,5)	0,3 (0,5)	0,129
Tiredness	0,7 (0,9)	0,3 (0,7)	0,69
Returning to reality*	0,82 (0,64)	0,38 (0,39)	<0,05



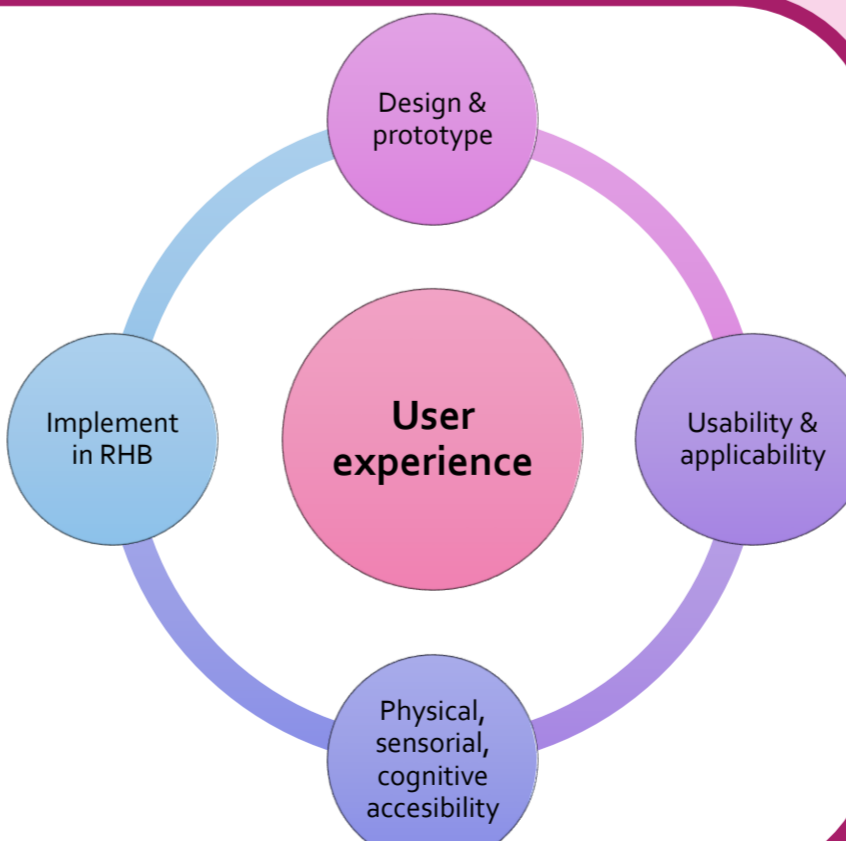
Conclusions



Difficulties in implementing during rehabilitation

- Control manipulation
- Interface
- Understanding instructions
- Language

It is important to take into account opinions and perspectives from users in order to develop and get more interesting, enjoyable and immersive experiences, using virtual scenarios. It is more relevant in the case of applying VR during rehabilitation treatment.



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