

Comparison of User Experience in VR When Hand Gestures Are Used vs. Using Controller

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Abstract : Currently, the content entertainment industry is dominated by mobile devices. As the trends slowly shift towards AR/VR applications, the user experience on these devices should be considered, and we are trying to improve user experience in VR. This paper proposes a survey-based solution to improve user experience in VR. By creating a VR environment where users can move a ball from one position to another using a remote controller and another VR environment where users can move a ball from one place to another using hand gestures/ By allowing a set of audience to use these two environments, we can get their feedback. There are two steps in this comparison, 1) Using Hand Gestures To Move Ball In VR Environment: Here, we create a VR environment where two baskets are there, and one ball will be there in a basket. Here users can transfer the ball to another basket using hand gestures. They will be able to move the ball using hand gestures. 2) Using Remote Control To Move Ball In VR Environment: Here, we create a VR environment where two baskets are there, and one ball will be there in a basket. Here users can transfer the ball to another basket using a remote control. They will be able to move the ball using a remote controller. The above two environments are given to users to experience, and their responses will be recorded to compare the user experience in the above two environments.

Keywords : virtual reality, user experience, hand gestures, remote control

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