



ChroniclesVR



Virtual  
Reality  
Design



Virtual  
Reality  
Consultants

[www.chroniclesvr.com](http://www.chroniclesvr.com)





Virtual  
Reality  
Studio

# VR Has Come A Long Way



THE 101 | SENIOR | CORPORATION | WWW.FORTUNE.COM | See the Fortune 500 list

FORTUNE

More Than 1 Million People Used  
the Samsung Gear VR in April

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# VR is already changing people's lives

**How The United Nations Is Using Virtual Reality To Tackle Real-World Problems** 

Virtual therapy 'helps patients with depression' research finds **The Telegraph**

**THE TIMES**

Cutting edge virtual reality streams live operation to trainees

**Incredible Video Shows How A Boy With Disabilities Played A Piano With Just His Eyes**

**THE HUFFINGTON POST**  
INFORM • INSPIRE • ENTERTAIN • EMPOWER

**INVERSE**

Paranoia 'reduced with virtual reality' **BBC**

**China Is Using VR to Build the Classroom of the Future**

**UN Launches Powerful, First Ever, VR Film following Syrian Refugee Girl** **TE**



# VR for those not part of the 'Gaming generation'



Paola  
Deane –  
Occupational  
Therapist



Oliver  
Deane –  
Student

Interacting with technology doesn't come easily to lots of people – VR's Unique Opportunity





BBC MAKE IT DIGITAL 2015 -  
CHRONICLES VR

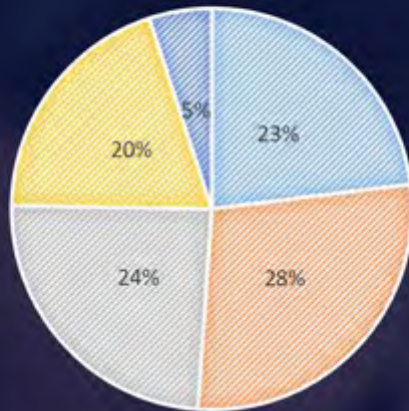
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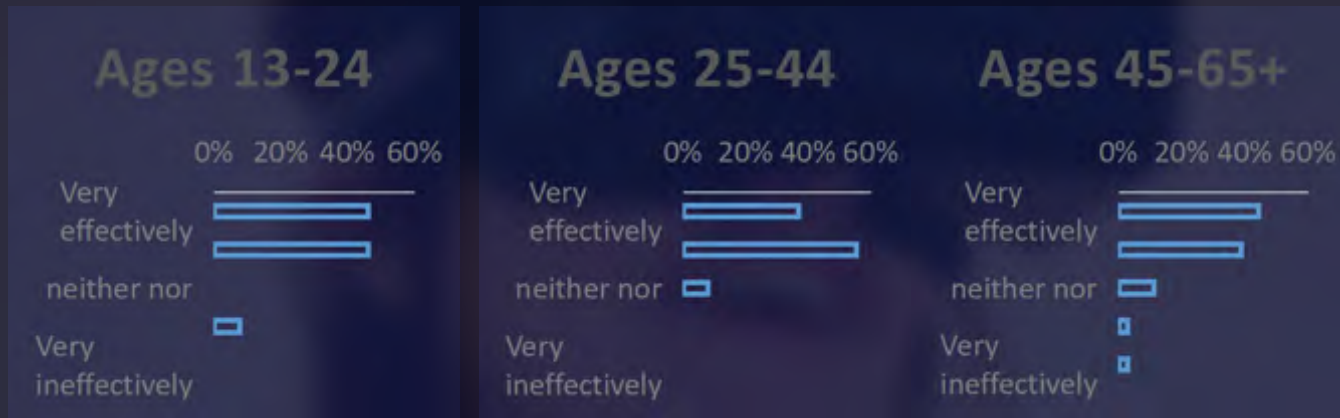
# Interesting Findings from the Data

AGE RANGE INTEREST

Age Range	Interest (%)
Under 13	23%
13-24	28%
25-44	24%
45-64	20%
65+	5%



# How effectively were you able to exercise control in the virtual space?

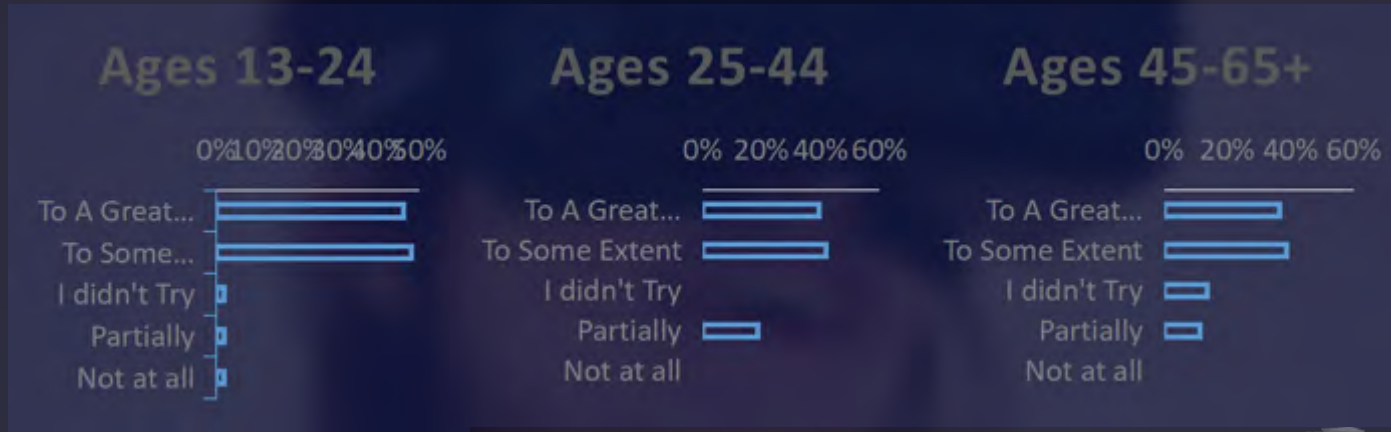




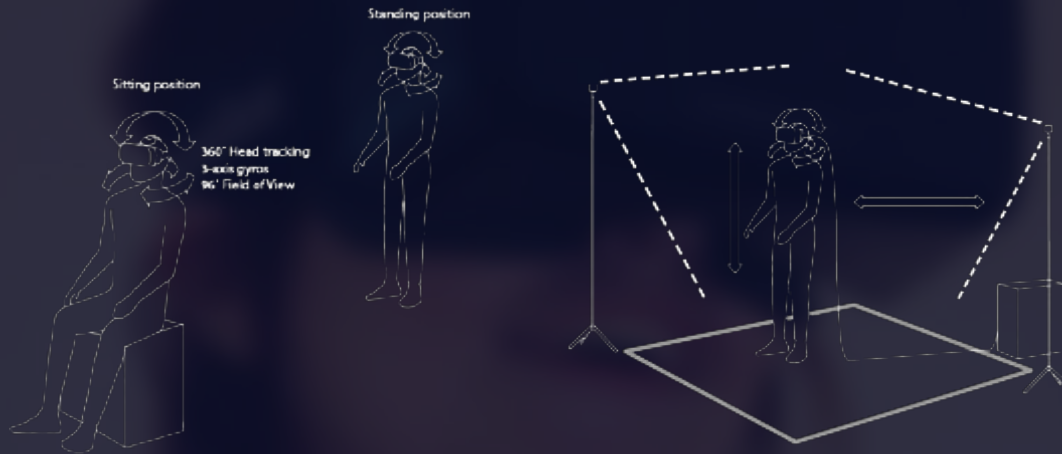
# Simple lessons learned – Interaction



# How well could you examine objects from multiple viewpoints?



# Simple lessons learned – When to Stand



# Results from the data

HOW DID YOU  
FIND T



- Very Enjoyable - Enjoyable
- Tolerable
- Unpleasant - Very Unpleasant

To what degree did you feel  
uncomfortable or unwell  
during the virtual real...

52%

- Not at All - Very little
- Occasionally
- Somewhat - Very uncomfortable



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# Where Does the Virtual Experience Begin?



# VR for those not part of the 'Gaming generation'



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Keeping these people in mind when you're creating your next great VR experience





Virtual  
Reality  
Studio

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# Thank You For Listening

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[@chroniclesvr](https://twitter.com/chroniclesvr)

HTC Vive



GearVR



**Further  
Questions?**



Google Cardboard



360° Video



Oculus



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With thanks to Rachel Derbyshire for her design input

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