

Question 3

I would recommend for a VR British/Welsh museum they use a VR serious game within Big Pit. The application would recreate a scenario that places the user in the position of a 1860's coal miner working in Big Pit and recreating tasks a worker would perform: Such as pickaxing. This would be achieved using modern VR headset such as Oculus Quest. The Oculus Quest can be used with users bare hands. Valve Index could be used as a controller to receive motion input and grip into the virtual environment. An example of this story driven tour is similar to that of the works presented by Hirose, which places a user within a mayan civilization.

Figure 1



Figure 2

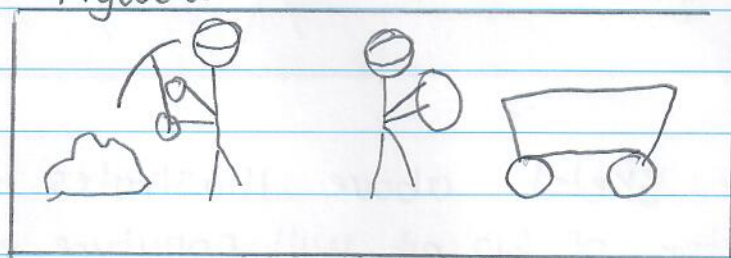


Figure 1 shows the user using the Oculus quest. Figure 2 shows what the user will see and experience using the Big Pit VR. This method of design provides users with the exact heritage their forefathers built the foundations on. Users can use all Human Factors such as touch, hearing and visual using the Big Pit VR system overall improving its effectiveness.