

Answering all your Oculus QUESTions

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History of VR @ PGCMLS

Introducing Oculus Quest, Our First 6DOF All-in-One VR System, Launching Spring 2019

Oculus Blog | Posted by Oculus VR | September 26, 2018 | Share

















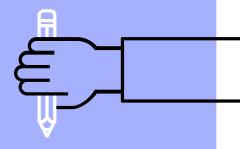


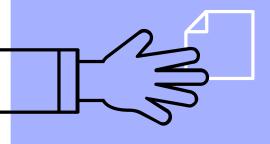
Quests Goals











Training & Rollout

Quest Best Practices

- 1. Create a tape boundary
- 2. Button walkthrough <u>before</u> they put the headset on
- 3. Always do the demo (First Steps)
- 4. Play through the games or experiences in advance.
- 5. Use a chromecast if possible.



The Oculus Quest Touch Controllers

Terminology – triggers, grip, flat buttons, joystick

Joysticks (for moving around/scrolling in game) Triggers (index fingers) Grip (middle fingers)

Flat buttons

Left - back to main menu, quit game/change guardian Right (hold down) - re-centers camera, menu

PROGRAMMING



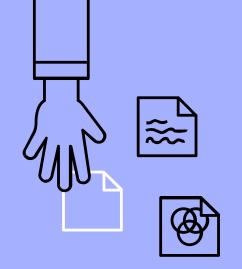
Themes

- ★ VR Empathy
- ★ Logic Puzzles
- ★ VR Horror
- VR Space (S@YL)



Strategies

- ★ Limit experience options (3-4)!
- Encourage cooperation for more participation
- \star Fun \rightarrow Exposure
- ★ For age 13+(includes adults!)





Play Rift Content on Quest with Oculus Link, Available Now in Beta!

Oculus Blog | November 18, 2019 | Share

Introducing Hand Tracking on Oculus Quest—Bringing Your Real Hands into VR

Oculus Blog | September 25, 2019 | Share



New VR Power Battery Pack For Oculus

Quest Provides Power And Counter

Weight





THANKS!

Any questions?

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