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VR Affordances

VR Affordances:

- 3D immersion
- Better representation of textures and worlds
- Feels more like real life

VR Constraints:

- Cost (VR ready PC + Headset)
- Higher resolution assets might require more processing power and be more expensive
- Motion sickness

Powerful and Unique:

Even though I've never used a VR headset, I feel one of the best features are how immerse a player can be and how players perceive textures and worlds. From the trailer and game play from [Half-Life: Alyx](#), it looks like the player can “feel” he/she is inside of the video game. Graphics can also be better appreciated when wearing a headset since you can lean in and move around as if you were looking around in real life.



Other games like Beat Saber also have a nice way the immerse their players. Instead of pretending you are someone else in an alternate reality, Beat Saber makes it look you are playing Rock Band and dodging walls at the same time. This type of game can also benefit players physically since it requires physical motion and looks like after a while the player could break a sweat.



Potential:

Open World/RPG games could take advantage of the immersion of a player by creating a sandbox type of game (like Ready Player One) and give the tools so a community could build it. It would give players the freedom to create their own “reality”. Although it would be a hard reality it would be great to see a game where it has the processing power to let its community “build” the game from the ground up.

