

Project Group

VR Serious: Seated Locomotion for VR Serious Games

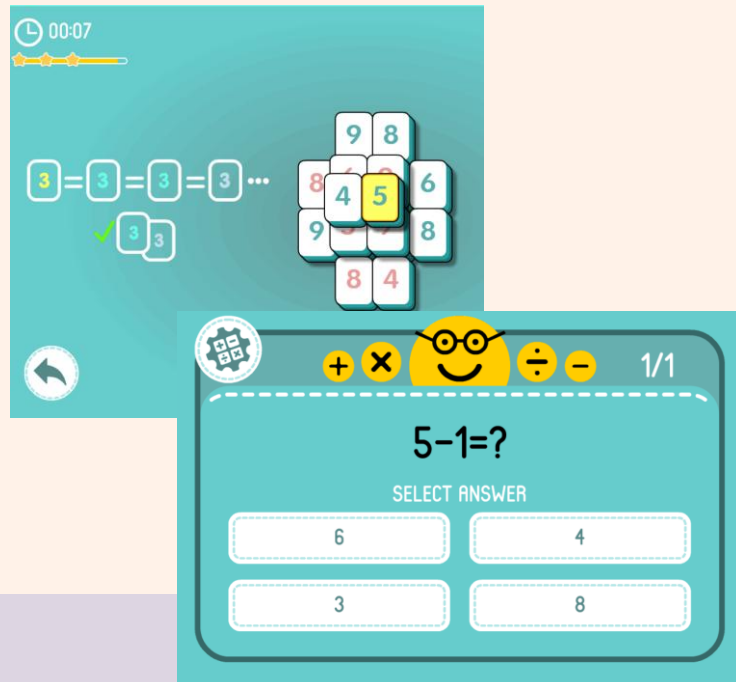
Dr. Enes Yigitbas, Sebastian Krois

Serious Games

Games, where entertainment is not the (primary) goal

The boring

The interesting

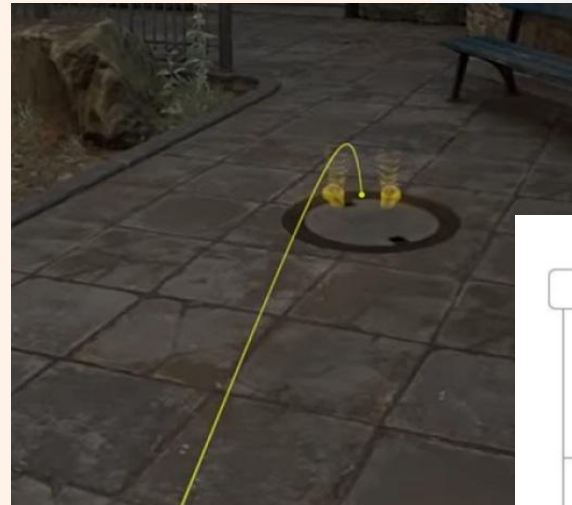


Virtual Reality

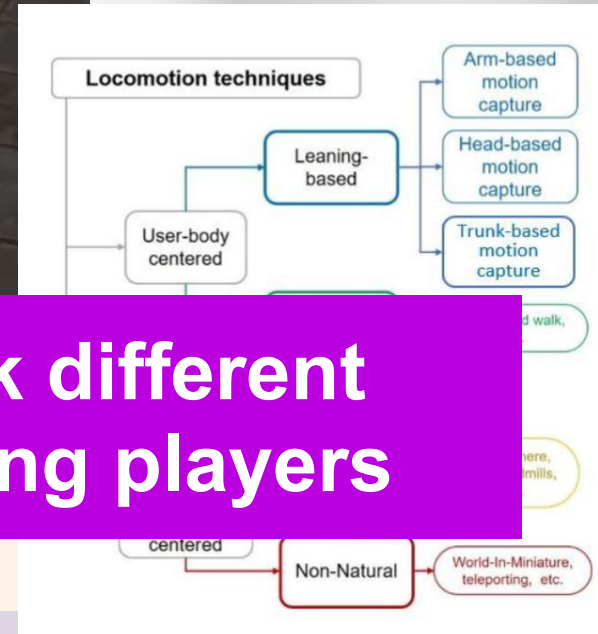


(Seated) Locomotion

- Continuous
- Teleport
- Experimental

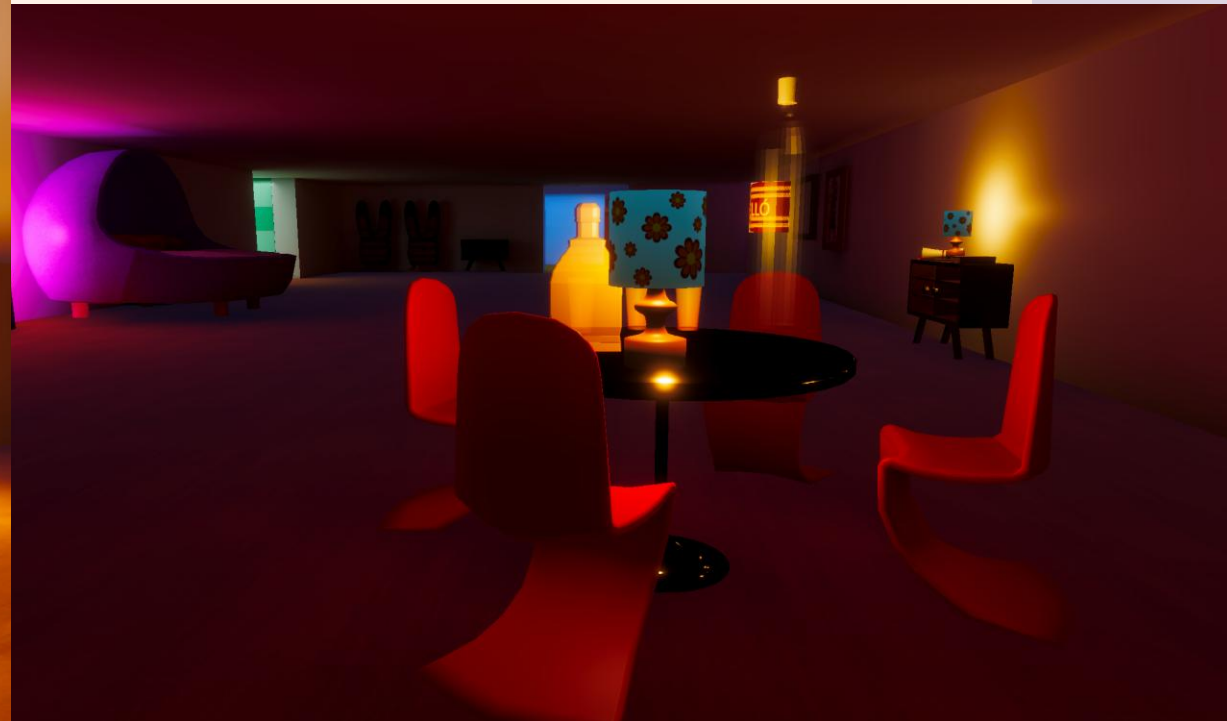


We investigate and benchmark different locomotion techniques for sitting players



Idea: VR-Player in Wheelchair

Proof of Concept from current gameslab course



Idea: VR-Player in Wheelchair



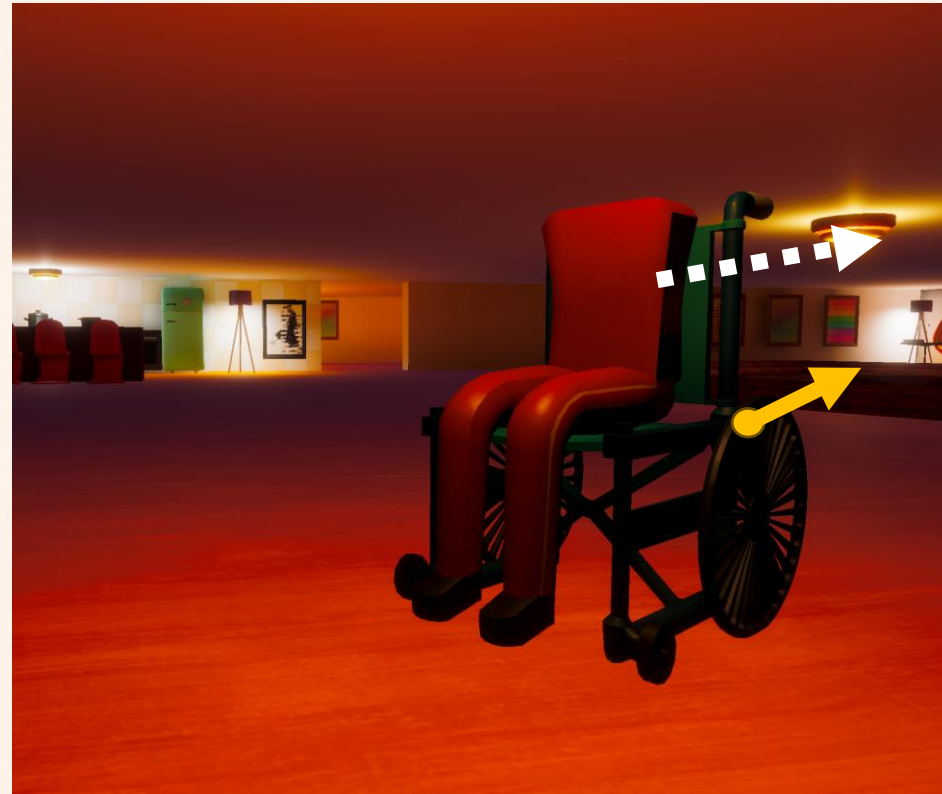
Idea: VR-Player in Wheelchair



Idea: VR-Player in Wheelchair



Idea: VR-Player in Wheelchair



Can You Think of More Techniques?

- Grappling hook
- Magnets
- Rocket Launcher
- ...

How To Design Puzzles/Levels

- How can the player interact with the world?
- Which architecture do we need?
- What is fun/boring?

How To Use it For a Serious Game

- Which serious content/content domain can take advantage of the approach?
- How to merge content and mechanics
- How to create a *fun* serious game, that still conveys content
- Including theoretical preparation in the beginning and evaluation at the end

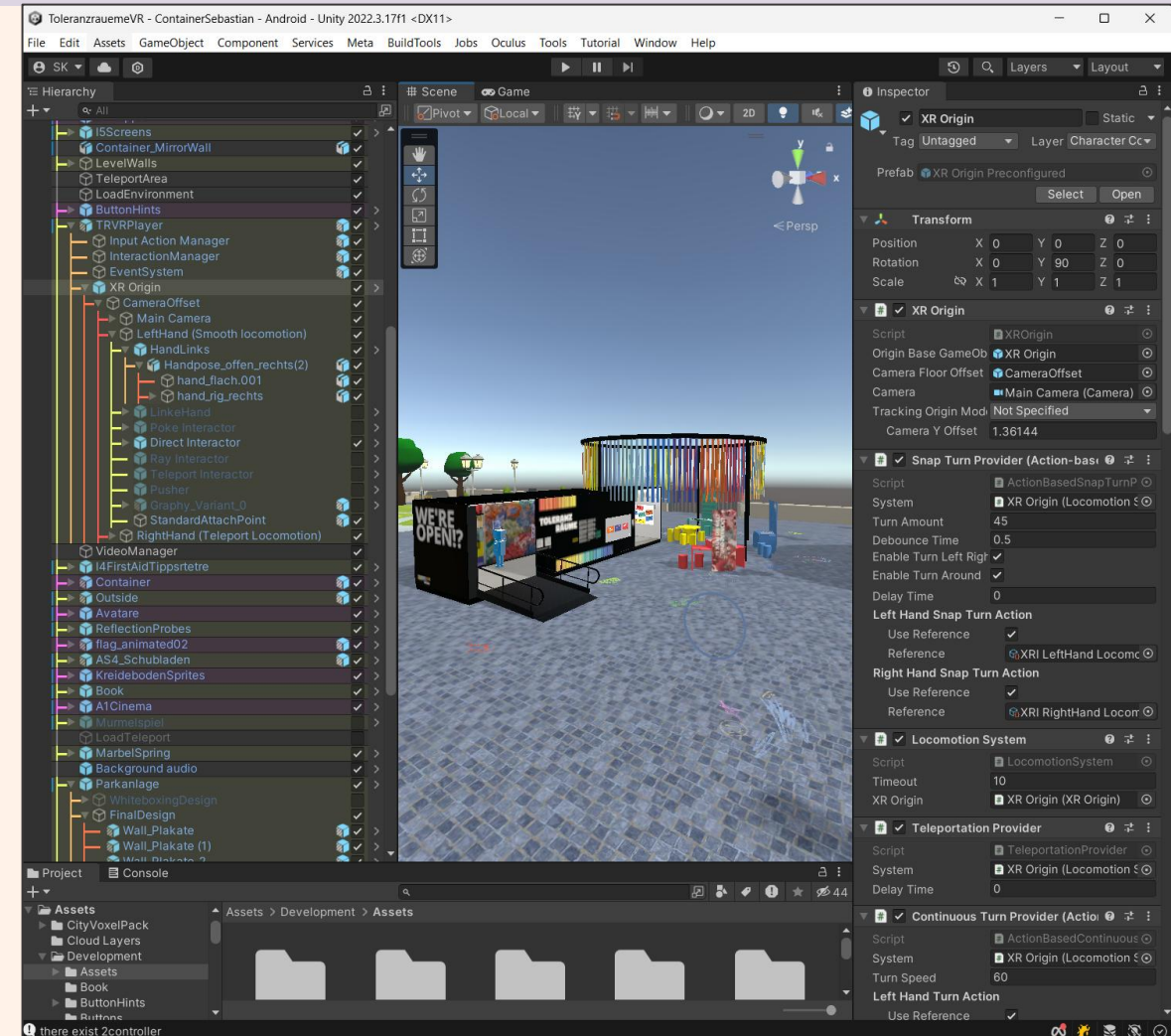
Cooperation with Media Studies

- CS/CE students focus on programming/integration
- Media Study students focus on asset creation
- Everybody works on Concepts/Ideas
- More information during kickoff



Benefits for you

- Learn the game development process
- Create your own VR serious game
- Contribute to current research
- Work in an interdisciplinary team
- Learn using the Unity Game Engine



Registration and Timeline

Motivation Letter

- ½ page
- Why do you want to participate?
- What are you most interested in?
- Do you have prior knowledge of the discussed topics?

Interviews

- 10-20 minutes
- Online or in person

Timeline

Until 17.08.2025:

→ Send motivation letter
to Enes Yigitbas

18.08.2025 – 28.08.2025:

→ Interviews

Contact

Dr. Enes Yigitbas

*Software Innovation Campus Paderborn
(SICP)*

enes.yigitbas@uni-paderborn.de

Sebastian Krois

*Zentrum für Informations- und
Medientechnische Dienste (ZIM)*

sebastian.krois@uni-paderborn.de

PG Website: <https://cs.uni-paderborn.de/dbis/lehre/projektgruppe-vr-serious>

Gameslab: <https://gameslab.uni-paderborn.de/>

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