



Virtual Reality Research Study

About the study

We are currently conducting psychological research investigating how much concepts such as distraction and immersion influence the way people think when they are playing virtual reality video games.

Immersion and distraction are thought to be key elements involved in the “realness” of the virtual experience and are considered vital in making a video game that is both realistic, compelling and fun to play.

We are conducting this research in an attempt to discover how we can apply concepts such as immersion and distraction to future VR software concepts that may help those suffering with psychological disorders such as obsessive - compulsive disorder (OCD).

Because we are interested in developing future solutions for OCD, part of the questionnaires you will be asked to complete relate to the disorder. However, please note that you do not need to have OCD to take part in this study. Although we are looking for participants with OCD, we are also looking for participants who do not have the disorder. We actually require a mix of recruits for our study to work! Please also be reassured that any data provided is handled anonymously and is confidential.

Our research is taking place at the University of Buckingham, located at the Verney site in the town on Buckingham (directions available on request). Sessions are running now and last around 40 minutes, 20 of which will involve playing an enjoyable, state-of-the-art VR game.

If you are interested and would like to try Virtual Reality, please contact me at the following email address. Thank you.

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