

How does music affect the player experience in Virtual Reality?

Bachelor-Thesis



TECHNISCHE
UNIVERSITÄT
DARMSTADT



Bildquellen: <https://www.bevaiRgame.com>

Motivation

Different music genres and sound effects enhance the player's experience while playing games. Especially in VR-based games, that intend to convey the sense of "being" there in the virtual environment, music seems to be essential to create a more immersive experience.

Therefore, in this thesis, you should explore to which extent music affects player experience in VR.

Tasks

In this thesis, a comprehensive participation evaluation should be conducted. Using the existing story-based VR game *beVaiR*, it should be analyzed how music affects the player experience.

1. Literature research on related work
2. Evaluation with participants
3. Detailed analysis of results using statistical tests

The thesis can be written in German or English.

Anforderungen

- Knowledge of statistical tests
- Experience in conducting evaluations with participants

Keywords

Immersive Virtual Reality, Sense of Presence, Player Experience, Music

Ansprechpartner

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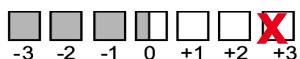
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Theoretical (Analytical)



Empirical (Simulation)



Practical (Implementation)



Literature