

## Discussion

### *1. discussion comparing navigation using teleporting and wand-based navigation*

Teleporting gives the user more control over their location. Wand-based navigation is more immersive but it comes with the possibility of getting sick since you are able to move your position on the y axis — which you can't really do in real life unless you are bobbing up and down as walking and that's a little silly. Teleporting would be useful if you just want to show models or textures but wand based navigation is more useful for getting feel of size and spatial awareness of the environment.

### *2. discussion of how the virtual room 'feels' to you compared to the actual room - do they feel the same size? What cues help? what are some cues in the real world that are hard to replicate in the virtual one?*

The virtual room feels the same size to me as the real room. Things like the keyboard model, door height, desk height, etc are consistent with reality. Things hard to replicate is the user's height itself or perhaps smaller things like realistic sounds. A looping sound will seem realistic the first time but once it begins to loop immersion begins to fade.