

# WalkVR

Investigation of Walking Behavior in VR and Enhancing Balance Control and Realistic Walking Experience

<b>Programm / Ausschreibung</b>	Dissertationen FH OÖ, Dissertationsprogramm FH OÖ, Dissertationsprogramm der FH OÖ 2023	<b>Status</b>	laufend
<b>Projektstart</b>	01.01.2024	<b>Projektende</b>	31.12.2026
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## Projektbeschreibung

Locomotion is an essential component of human behavior in virtual reality, it refers to the ability to transport in virtual environments. The balance control can significantly affect locomotion safety during use time in VR. The postural instability caused by balance control has been a major challenge to the usability and accessibility of applications in. When users dive into immersive virtual environments, they can barely realize the uncontrollable body balance in the process of locomotion. To investigate user balance control of locomotion in VR, we set up several studies for testing user walking balance based on the current methods of natural walking methods and evaluating the potential ways to enhance balance control and realistic walking experience in virtual environments.

## Projektpartner

- FH OÖ Forschungs & Entwicklungs GmbH