

NAME: VR Tutorial


DATE: July 10, 2025 4:38 AM

DESCRIPTION OF TECHNOLOGY

A VR Tutorial that is targeted towards users with little to no experience in VR or gaming in general. This tutorial is supposed to be the base of an expandable Tutorial system that can help developers easily add and remove sections from the tutorial. The main focus however, is trying to get the inexperienced users to learn VR controls easily without forgetting them throughout certain trainings.




HUMAN VALUES




The goal of the VR Tutorial is to give people motivation and show them that VR is not as bad as some say it is. Users should have a more positive experience as they complete tasks that were given inside the Tutorial.

TRANSPARENCY




The product has been tested with the developers and target audience. Within these tests, motive and goals were explained.

IMPACT ON SOCIETY




This VR Tutorial is made to figure out what good methods are to teach inexperienced users VR controls. This is a big problem as it is noticed that inexperienced users get easily overwhelmed with this new technology. And when these users get overwhelmed they will often end up with a very negative view on VR. So this VR tutorial can end up benefitting the company (in this case Enversed Studios).

STAKEHOLDERS



- Customers of Enversed Studios
- Enversed Studios (Particularly: Developers and Product Owners)
- Inexperienced VR users


SUSTAINABILITY



I do not understand this question, but if we are literally talking about energy. Then, the current iteration is very low on graphics and very minimal. This saves a lot of battery life on the VR headset.


If this is not what is meant with this question, then I have no clue.

HATEFUL AND CRIMINAL ACTORS




If users can learn and memorize the controls better, they won't have to focus on them too much. With this, they can focus more on the training itself. These trainings are usually official and can grant a certificate. So, it does not really "avoid breaking the law", but they will get better at doing their job.

DATA



Unfamiliar with these issues. So these were not taken into account.


FUTURE



Personally, I think that it would have a positive impact if many people use this product. It can be improved on in terms of feedback or maybe even mods.


The tutorial is also made in a modular way, so every user should be able to create their own tutorial easily by using the base of the tutorial and expanding on it.

PRIVACY



No, no personal data is needed. If the user, uses a Meta Quest then it might use personal data. But that is out-of-scope for this assignment.


INCLUSIVITY





All choices made within this product, were based on Research that was done beforehand. There is no bias, unless the sources of the research are.

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University of Applied Sciences






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**IMPACT ON SOCIETY**



**What is exactly the problem? Is it really a problem? Are you sure?**

Can you exactly define what the challenge is? What problem (what 'pain') does this technology want to solve? Can you make a clear definition of the problem? What 'pain' does this technology want to ease? Whose pain? Is it really a problem? For who? Will solving the problem make the world better? Are you sure? The problem definition will help you to determine...


**HATEFUL AND CRIMINAL ACTORS**



**In which way can the technology be used to break the law or avoid the consequences of breaking the law?**

Can you imagine ways that the technology can or will be used to break the law? Think about invading someone's privacy. Spying. Hurting people. Harassment. Steal things. Fraud/identity theft and so on. Or will people use the technology to avoid facing the consequences of breaking the law (using trackers to evade speed radars or using bitcoins to launder...


**PRIVACY**



**Does the technology register personal data? If yes, what personal data?**

If this technology registers personal data you have to be aware of privacy legislation and the concept of privacy. Think hard about this question. Remember: personal data can be interpreted in a broad way. Maybe this technology does not collect personal data, but can be used to assemble personal data. If the technology collects special personal data (like...

**HUMAN VALUES**




**How is the identity of the (intended) users affected by the technology?**

To help you answer this question think about sub questions like:

- If two friends use your product, how could it enhance or detract from their relationship?
- Does your product create new ways for people to interact?...

**STAKEHOLDERS**




**Who are the main users/targetgroups/stakeholders for this technology? Think about the intended context by...**

When thinking about the stakeholders, the most obvious one are of course the intended users, so start there. Next, list the stakeholders that are directly affected. Listing the users and directly affected stakeholders also gives an impression of the intended context of the technology.

...

**DATA**




**Are you familiar with the fundamental shortcomings and pitfalls of data and do you take this sufficiently into...**

There are fundamental issues with data. For example:

- Data is always subjective;
- Data collections are never complete;
- Correlation and causation are tricky concepts;
- Data collections are often biased;...


**INCLUSIVITY**



**Does this technology have a built-in bias?**

Do a brainstorm. Can you find a built-in bias in this technology? Maybe because of the way the data was collected, either by personal bias, historical bias, political bias or a lack of diversity in the people responsible for the design of the technology? How do you know this is not the case? Be critical. Be aware of your own biases....


**TRANSPARENCY**



**Is it explained to the users/stakeholders how the technology works and how the business model works?**

- Is it easy for users to find out how the technology works?
- Can a user understand or find out why your technology behaves in a certain way?
- Are the goals explained?
- Is the idea of the technology explained?
- Is the technology company transparent about the way their...


**SUSTAINABILITY**



**In what way is the direct and indirect energy use of this technology taken into account?**

One of the most prominent impacts on sustainability is energy efficiency. Consider what service you want this technology to provide and how this could be achieved with a minimal use of energy. Are improvements possible?

**FUTURE**



**What could possibly happen with this technology in the future?**

Discuss this quickly and note your first thoughts here. Think about what happens when 100 million people use your product. How could communities, habits and norms change?

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