

	Ideas	Intended effect on the user	Important considerations
	What elements would you include in your own VR experience?	How do you want to engage or impact the user?	What would you need to consider when creating this experience?
Worldbuilding and style	<ul style="list-style-type: none"> What central mood or feeling are you trying to evoke through the VR environment? 	<ul style="list-style-type: none"> Will the experience be accessible to all users? What impact could the worldbuilding and style have on a range of different users? 	<ul style="list-style-type: none"> How will the style and world limit possible interactions or objects placed within the scene?
Room design	<ul style="list-style-type: none"> What size will the space the user interacts with be? Is it all contained within one environment or is it a series of locations? 	<ul style="list-style-type: none"> Could the spacing of the environment intimidate or overload the user? If this is not an intended part of your experience, how could you address this? 	<ul style="list-style-type: none"> How does the design and scale impact interaction or puzzle design? Is there enough space for experimentation but limited enough for puzzle solving?
Scale and reach	<ul style="list-style-type: none"> Will your experience feature free movement, rigid transportation or no movement options at all? 	<ul style="list-style-type: none"> How will your choice impact objects the user can see but can't reach or interact with? 	<ul style="list-style-type: none"> What type of experience are you creating for the user? What will be required of them physically?
Interaction design	<ul style="list-style-type: none"> What are the central interaction systems within your experience? How will the user navigate the environment and affect their surroundings? 	<ul style="list-style-type: none"> Will the user understand what's required of them to make progress in the VR experience? Do the systems support exploration of a VR environment or are they limiting, either to the user or to the design of the experience itself? 	<ul style="list-style-type: none"> How will all the mechanics within your experience interact? Are they accessible and clear to understand?
Lighting	<ul style="list-style-type: none"> How will the lighting within your experience impact the mood or support the style? 	<ul style="list-style-type: none"> Will the user be able to see everything clearly and within comfort? 	<ul style="list-style-type: none"> How can you avoid user eye strain when designing this experience? Can you use elements other than light to give the user a feeling of presence?

<p>Use of color</p>	<ul style="list-style-type: none"> • How does your color palette support the style and worldbuilding? 	<ul style="list-style-type: none"> • Can you use color to create moments of connection or highlight objects of importance? 	<ul style="list-style-type: none"> • Is color recognition required to progress? If so, how will you meet the needs of all users, including those with visual impairments?
<p>Sound</p>	<ul style="list-style-type: none"> • How can you ensure the sound increases immersion by fitting in with the world and room design? 	<ul style="list-style-type: none"> • Will the sound effects create a spatial comfort for the user? • How will the lack of any sound impact engagement? 	<ul style="list-style-type: none"> • Should your experience include interactions that don't have a corresponding sound effect? • How meaningful will those interactions feel?
<p>Virtual interpretation of reality</p>	<ul style="list-style-type: none"> • Are you trying to authentically mimic reality? • What constraints are you imposing? • Are there things impossible in reality that your users will be able to do? 	<ul style="list-style-type: none"> • What choices are you making to engage the user? What is unique about their presence or the interactions possible? 	<ul style="list-style-type: none"> • How will you integrate the elements of this experience to create a cohesive and immersive whole?