

Physical Accessibility

While VR allows for increased interaction in a world, some people have decreased ability to move. Sometimes due to space limitations, hardware limitations, or physical limitations.

Space Limitations: Sometimes the player is stuck in seated or standing play due to lack of space to move around. Sometimes they may have short ceilings or not enough room to extend both arms in a T-pose without hitting something.

Hardware Limitations: Some VR hardware may be unable to track correctly when facing certain directions or when low to the ground.

Physical Limitations: Some players may be unable to bend or stretch in VR due to physical issues such as bad knees. Other players may only have one hand.

World creators should ensure their world can be completed with limited mobility, or inform the user of the requirements to fully interact with the world.

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