Browser UX in VR

Is The Web Accessible at All in VR?

Overview

- Virtual Desktop & Browser VR Apps Have Long Engagement Times
  - How? Did they do something special?
- Uncomfortable Yet Still Compelling Content

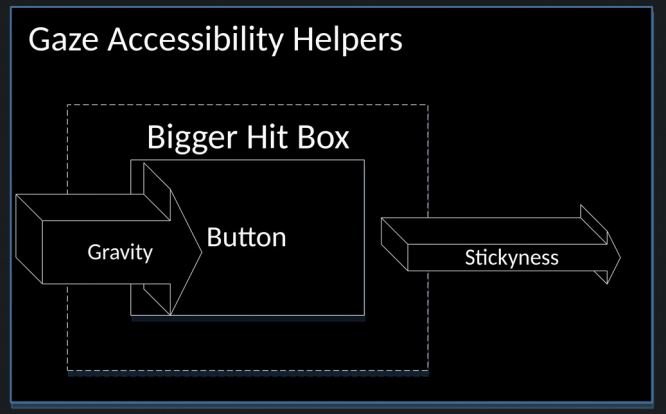
- High Quality Reprojection
- Nail Input
- Design for Security and Trust
- Redesign for the VR Medium

2D Content Reprojection

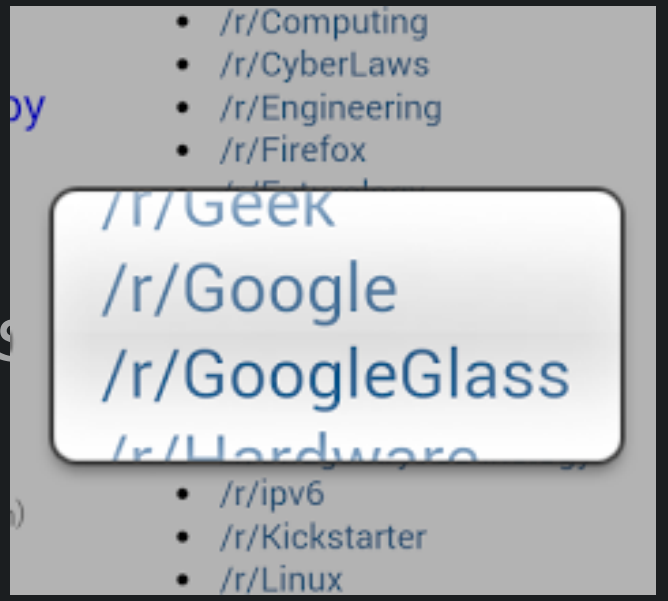
- High Quality 2D Content Surface Rendering & Reprojection
  - Text, text, text
  - Cylinder Surfaces, Custom Projections
- Wrapped in a VR UI
  - Positioned for Head Comfort
  - Mobile Panel-like Designs
  - Big Hit-Targets
- Careful Management of Viewport Characteristics
  - Mobiles Sizes + Responsive Web Design

Rethinking User Input Models

- Most Inputs Can be Resolved w/ Gaze
  - Gaze & Hold, Gaze & Press, Inertial Gaze
  - Big Hit-Targets (new content)
  - Hit-Target Attraction
  - Shape Based Hit-Testing (legacy content)



- Link Disambiguation UX – The Craigslist Tes
  - Aka Gaze Clarification



Rethinking User Input Models

- Voice Commanding
  - Redesigned Simplified UX Ideal for Voice Commands
  - Assistant Based Voice Models Reduce Keyboard Reliance

- Predictive and Context Aware Keyboards
  - Complex Key Based Input Won’t be Eliminated
  - Improved Context Detection for Web Inputs

User Trust & Security

- Theme: Securely Execute a Login and Transaction in VR

- Guaranteed Trust Model against UI Spoofing
  - Transport is Secure and Valid
  - Domain Taking User Data is Clearly Identifiable
- Gaze, Voice, Gamepad, Can be Secured to a target Context
- Integrate Existing Solutions
  - Password Management and FIDO
  - Form Filling
  - Web Payments API