

FAQS

WHAT IS VR?

Virtual Reality (VR) is the use of computer technology to create a simulated environment. Unlike traditional user interfaces, VR places the user inside an experience. Instead of viewing a screen in front of them, users are immersed and able to interact with 3D worlds.

DO YOU HAVE MULTIPLAYER GAMES?

In our game selection, we have a couple that are playable over the 2 suites. Check with your marshal on the day which games are available for 2 players.

ARE THERE SIDE EFFECTS?

Some people may experience motion sickness related side effects from the experience. While we have purposefully selected games that minimize this risk, some people may experience this. A marshal will be on hand to assist anyone who may feel unwell.

CAN I WEAR MY PRESCRIPTION GLASSES?

While we recommend use of contact lenses for our VR experiences, this is not strict rule. The headsets are designed to fit glasses underneath. The HTV Vive headset has adjustable lenses to suit your needs.

IS THERE A MINIMUM AGE?

Our VR experiences have a minimum age of 12+. This is the age recommended by HTC Vive. Younger players may be allowed at parental discretion due to the unstudied possible health effect of VR; parental/guardian supervision is required and a waiver may be required. Those under 4'5 may have a lesser experience as the headset due to the height scale of the equipment.

WHAT DO YOU MEAN BY 'UNSTUDIED POSSIBLE HEALTH EFFCT OF VR'?

A majority of VR manufacturers do not suggest VR for ages under 12. This is before, with any new technology, there may be health effects we are not yet aware of this. While there is no evidence for side effects in children, we follow the suggested age limit set by HTC Vive for children. As children are still developing brain and motor function under age 12, there may be unknown effects of playing VR.

WILL I BUMP INTO WALLS OR OTHER PEOPLE?

Our suites are designed with a 5x5m room. The software is set up that you will not be able to run into walls as the software is set up with visible barriers in the VR world.