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 Test
  – 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