

An Empirical Study of Trends of Virtual Reality Games and Their Complaints

Rain Epp



Dayi Lin



Cor-Paul Bezemer

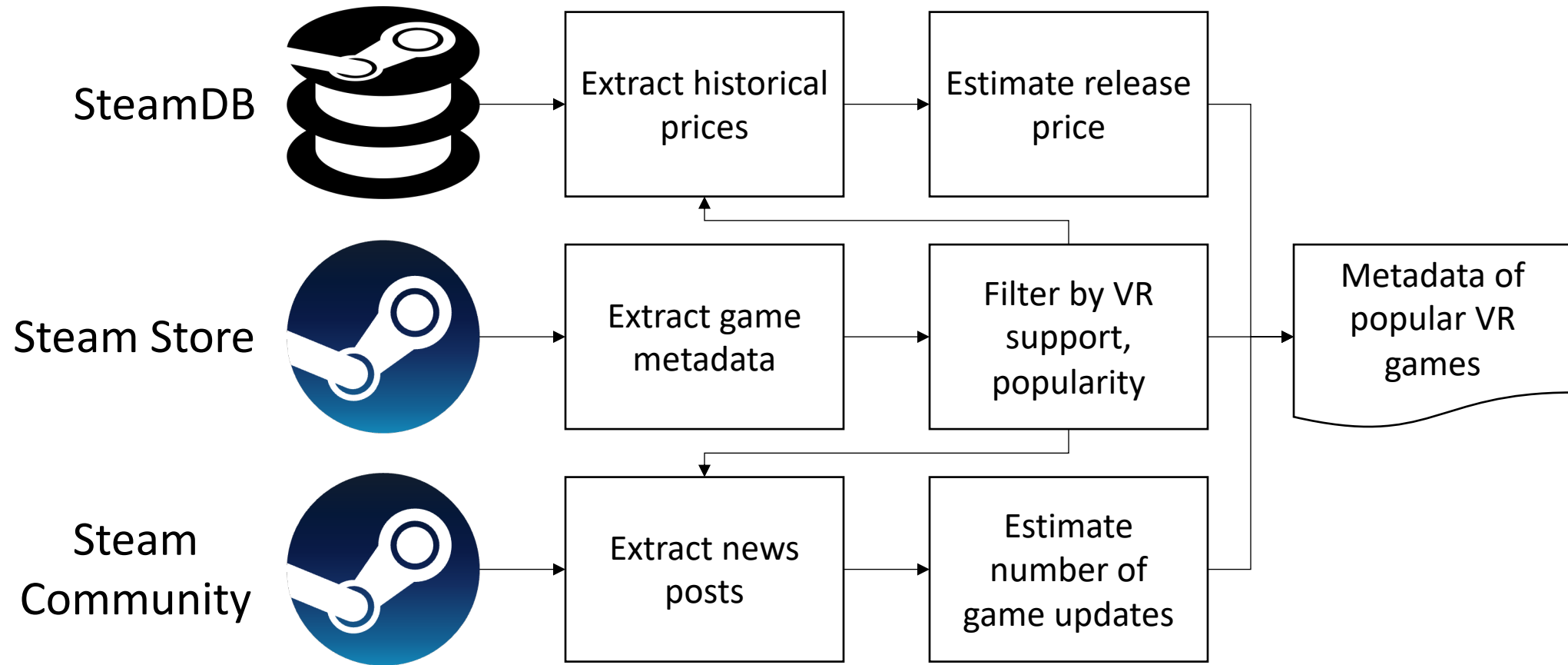


The market for virtual reality (VR) games is growing rapidly

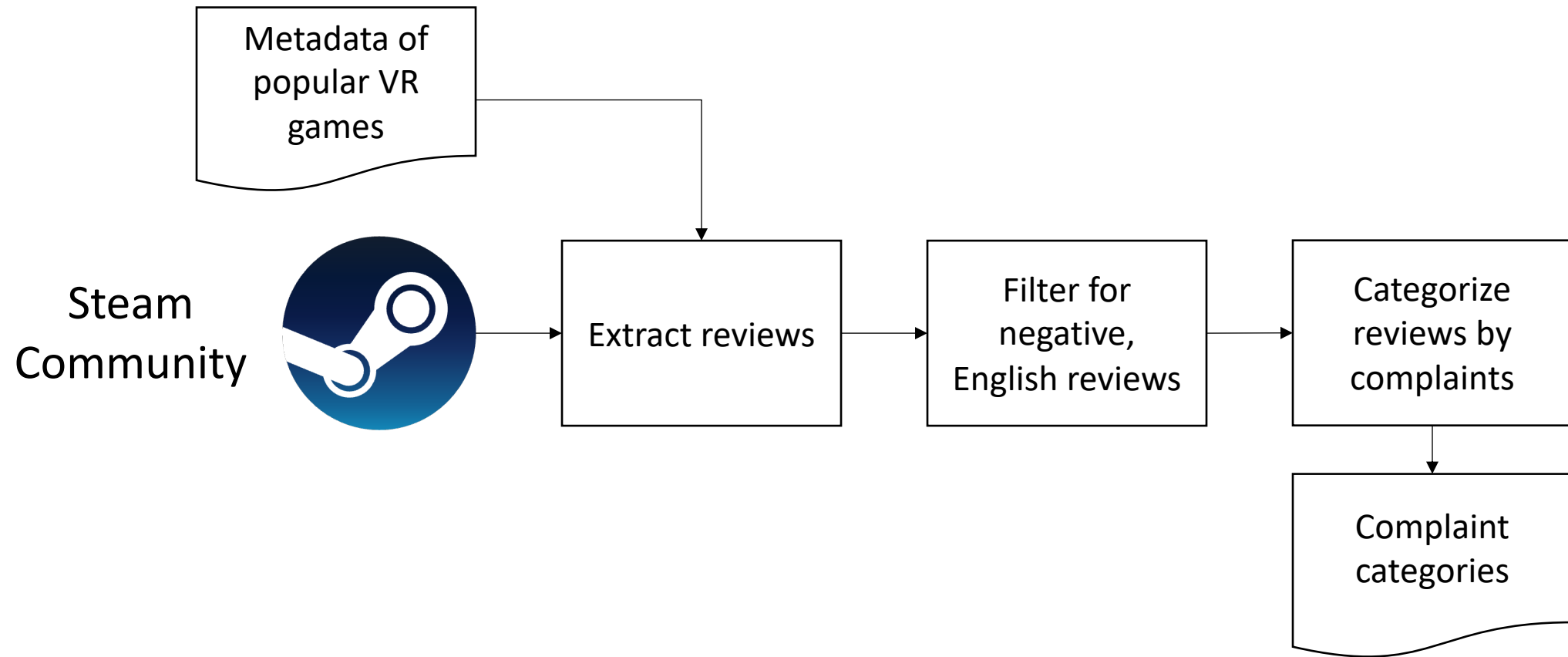
VR games are different than non-VR games and
may get different complaints



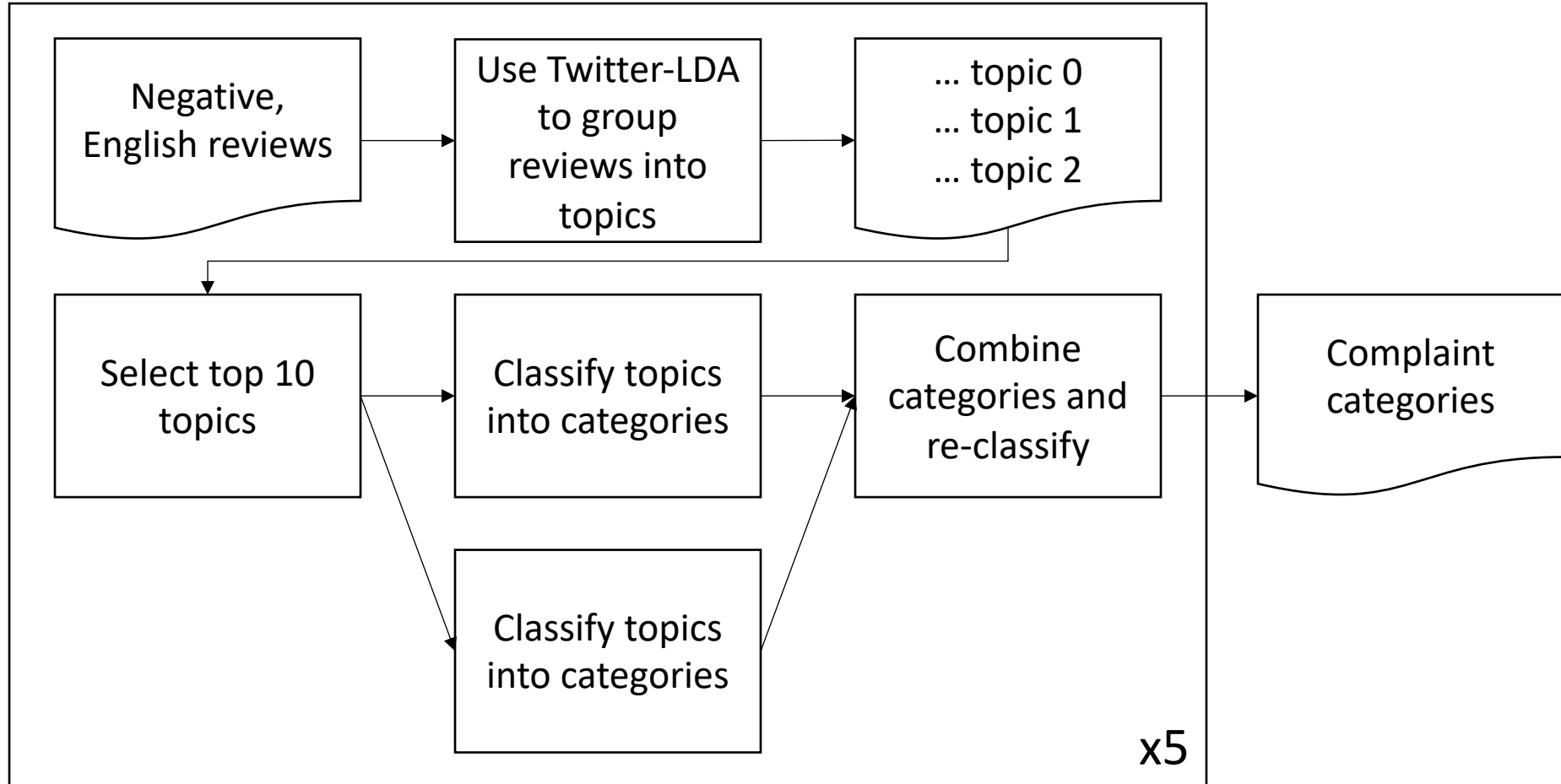
To examine trends among virtual reality games, we gathered game metadata from three sources



We gathered user reviews for VR games and categorized the most frequently-occurring complaints



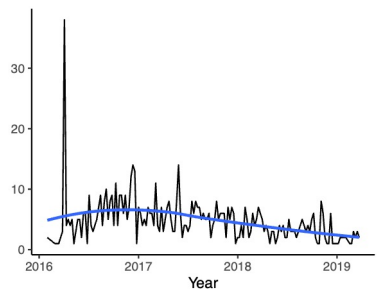
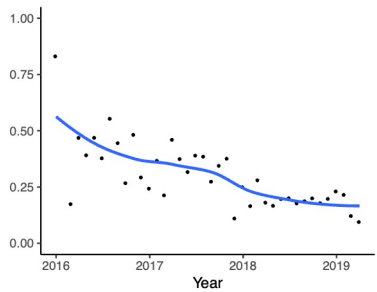
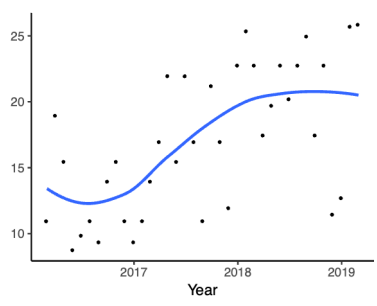
We used automatic and manual analysis to categorize the negative reviews



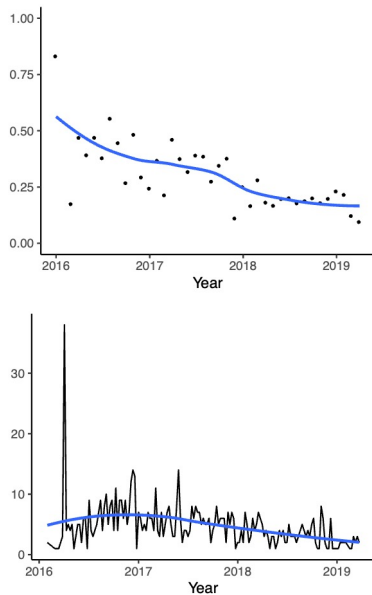
We categorized negative reviews into seven complaint categories

Category	Median Rank
Lacks Content	1
Game-specific	3
Community	4
Crashes	4
Nausea	5
Controls	6
Optimization	7

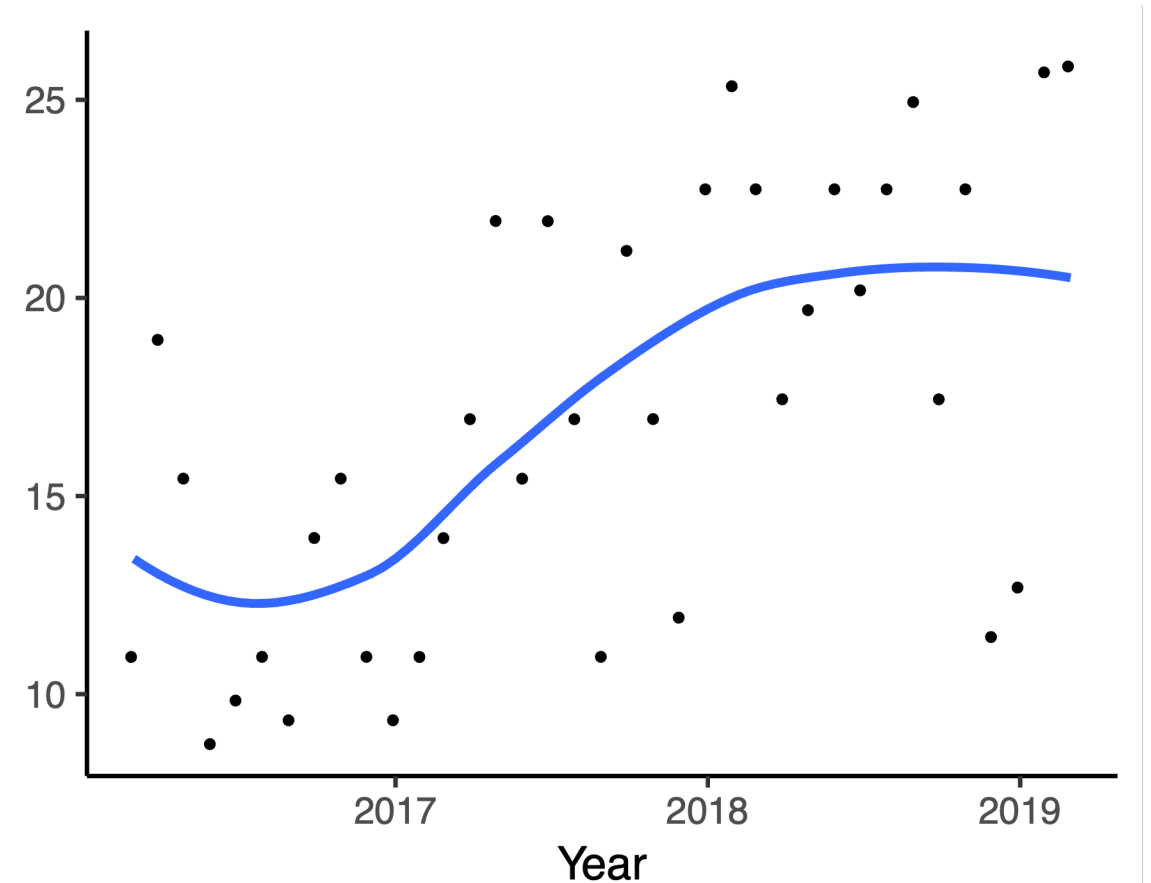
The quality of VR games is increasing, even as fewer are released each week



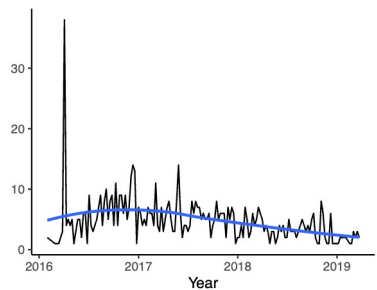
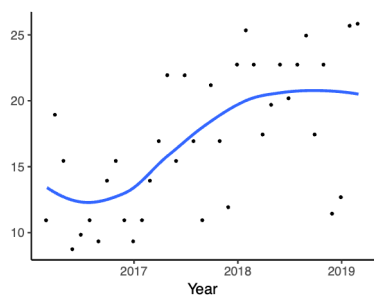
The quality of VR games is increasing, even as fewer are released each week



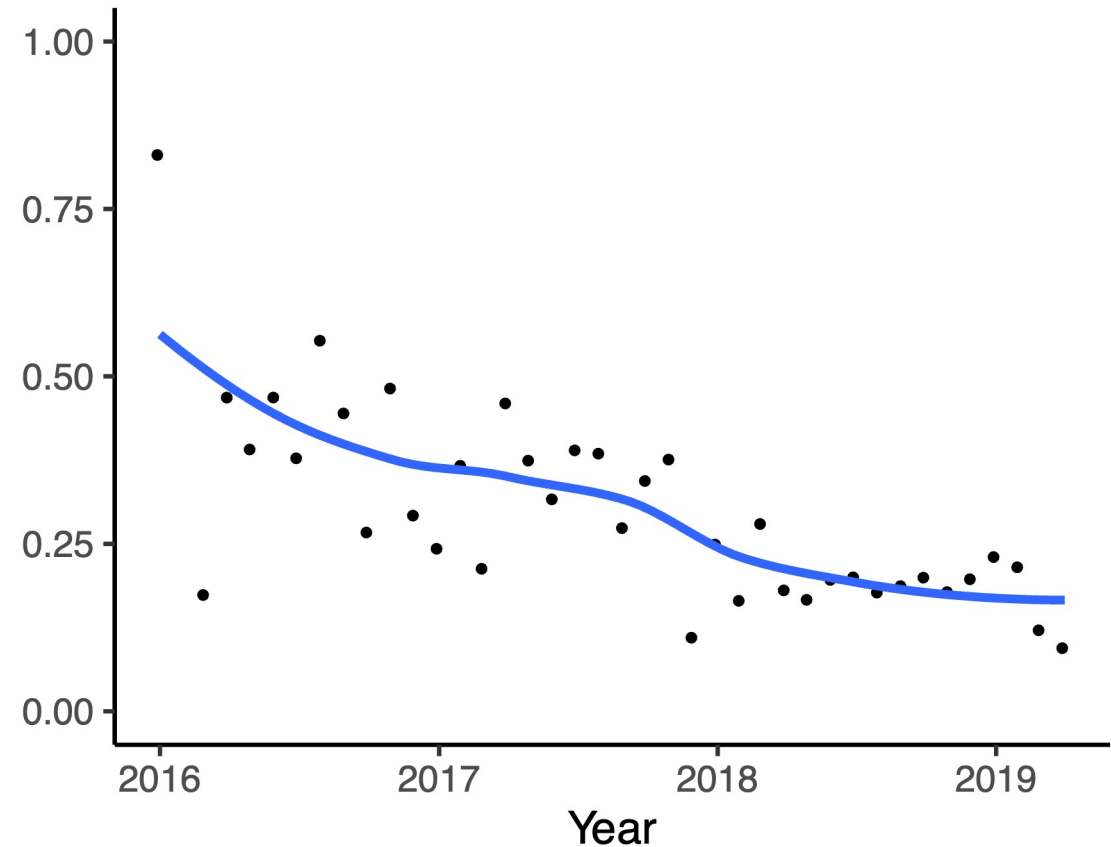
Median price of paid VR
games released each
month



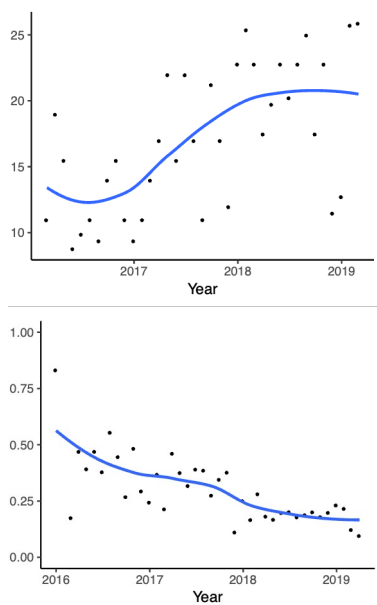
The quality of VR games is increasing, even as fewer are released each week



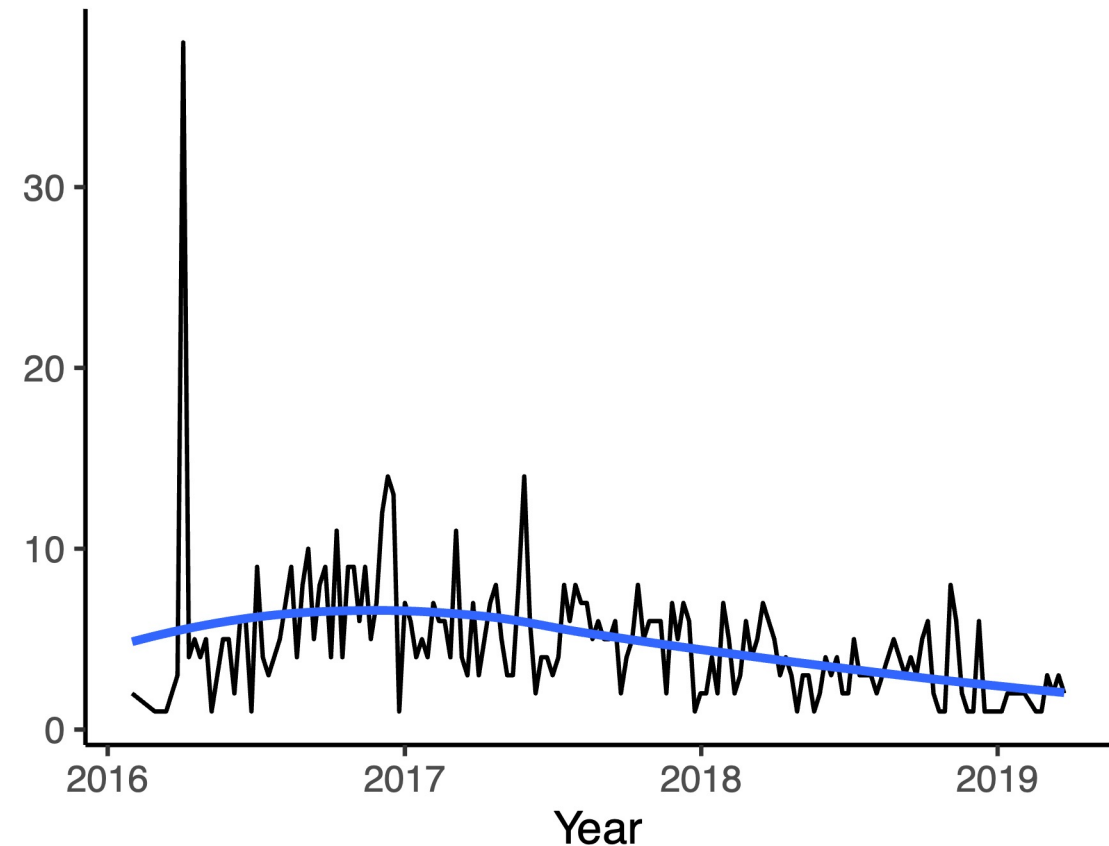
Fraction of categorized
reviews with the category
lacks content



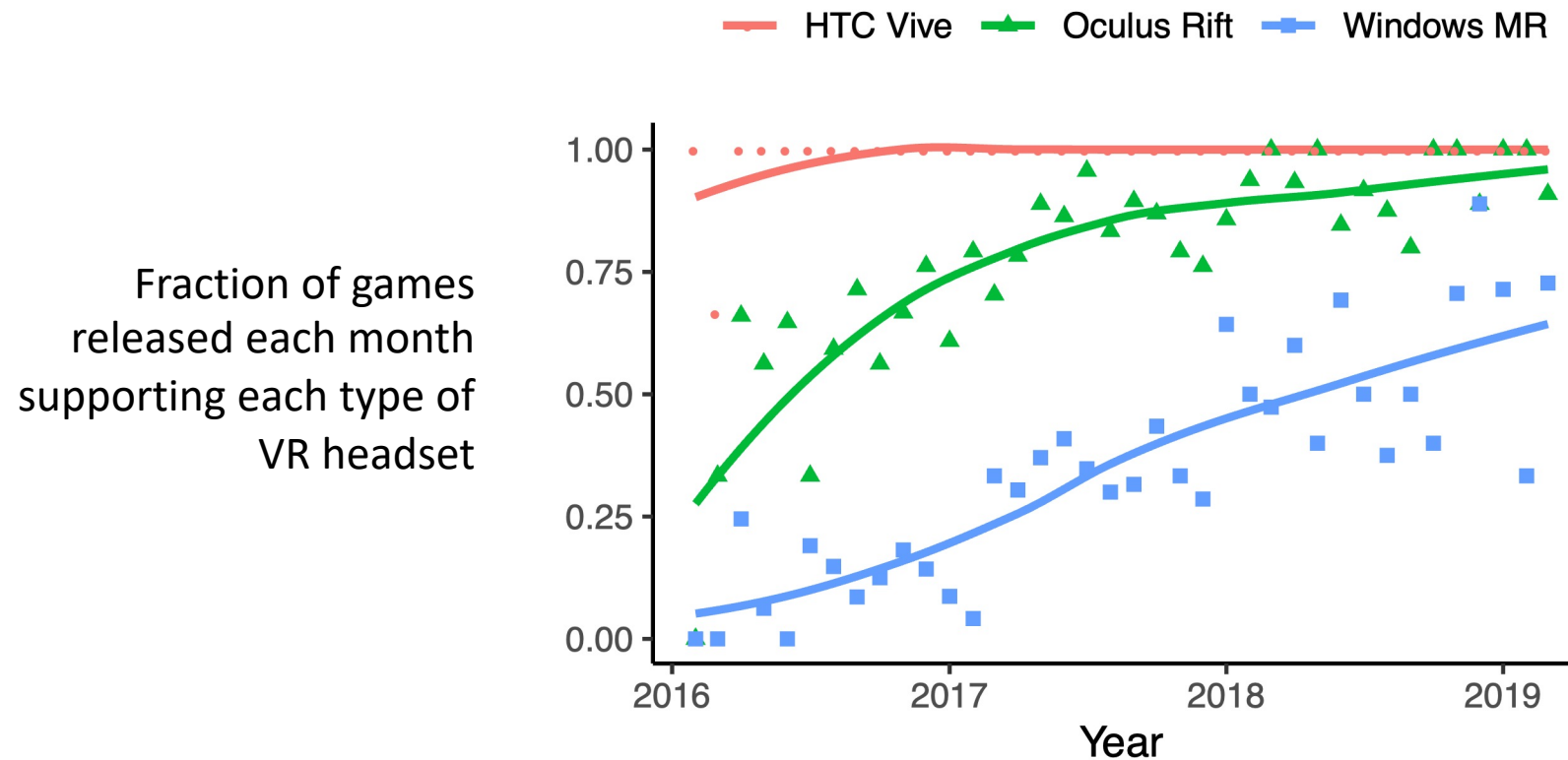
The quality of VR games is increasing, even as fewer are released each week



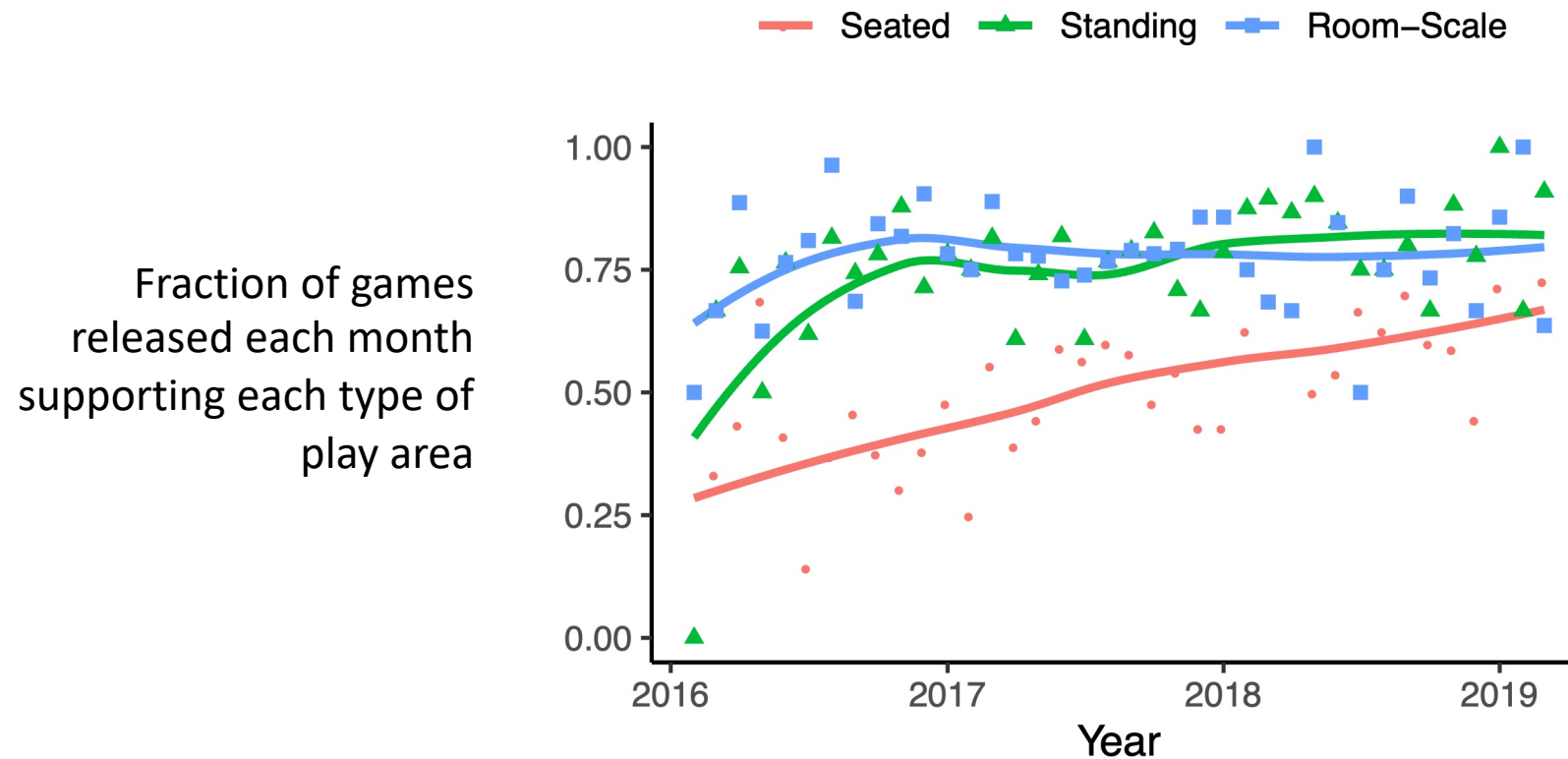
Number of games released each week



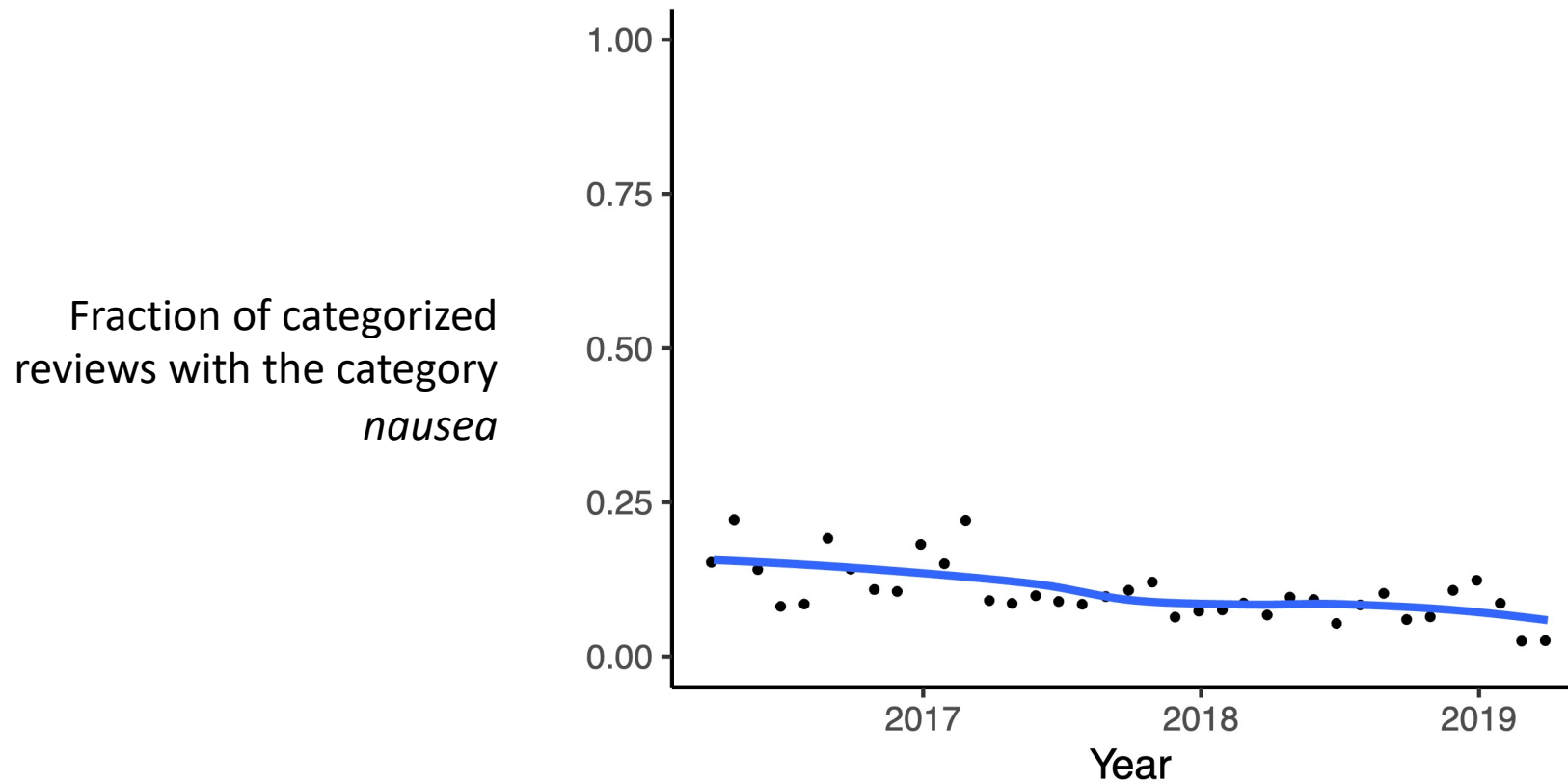
Developers should be prepared to deliver cross-platform experiences



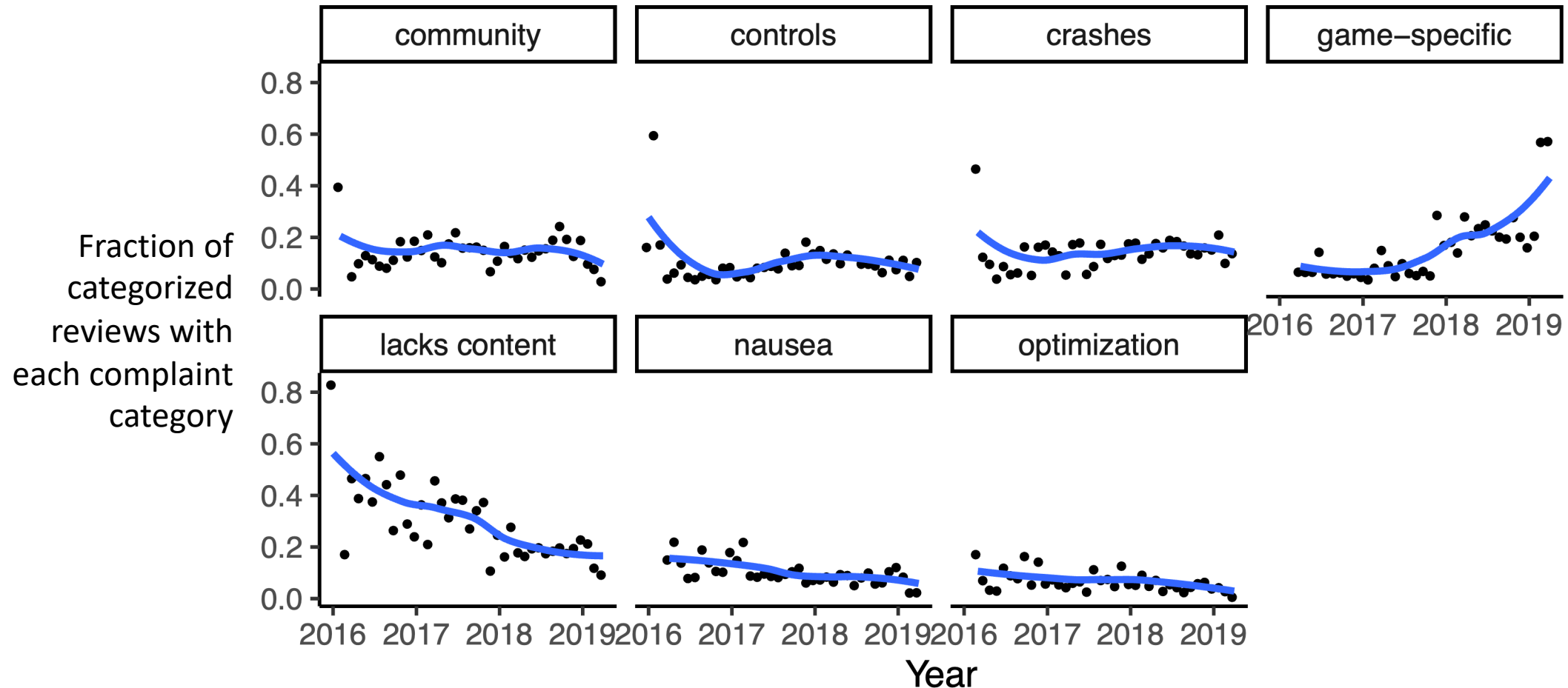
Developers should support multiple play areas



Complaints of cybersickness are rarer than we expected



Developers should focus on game quality rather than VR-specific aspects

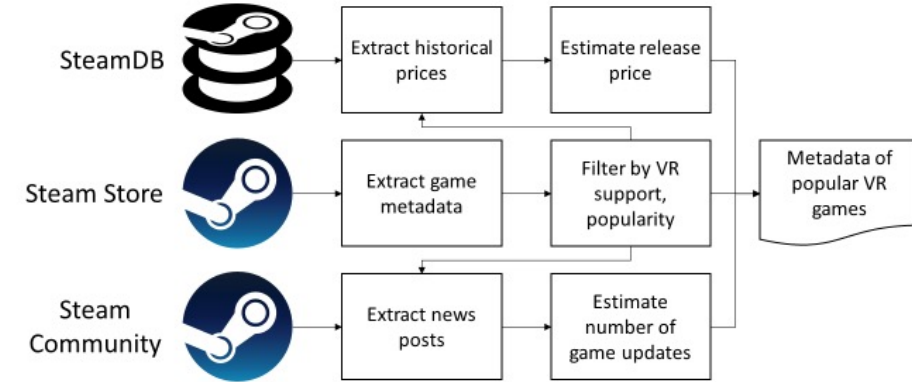


VR games are different than non-VR games and may get different complaints



3

To examine trends among virtual reality games, we gathered game metadata from three sources



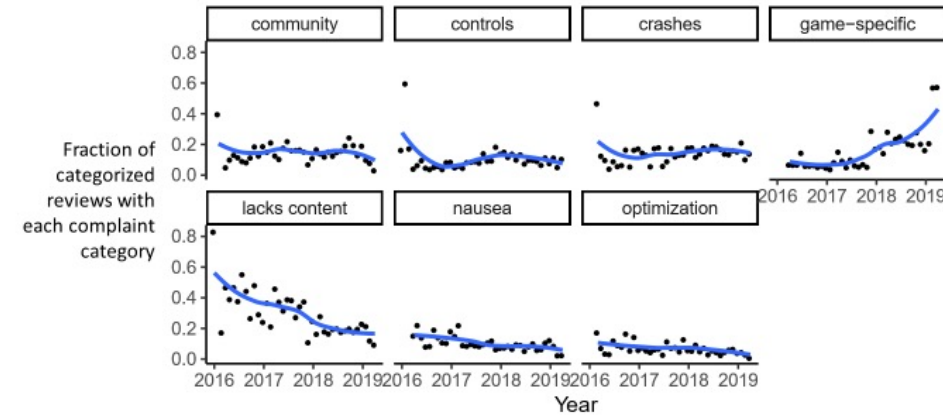
4

We categorized negative reviews into seven complaint categories

Category	Median Rank
Lacks Content	1
Game-specific	3
Community	4
Crashes	4
Nausea	5
Controls	6
Optimization	7

7

Developers should focus on game quality rather than VR-specific aspects



12