

## **L5 MMP**

### **METERVESE\_XR\_AND\_GAME APPLICATION**

#### **HOMEWORK**

1. Analyze the difference between UI and UX and explain how each contributes differently to user interaction within a game's physical environment.
2. Analyze how the design of a physical environment influences player immersion, gameplay behavior, and overall user experience.
3. Examine the roles of joysticks, directional pads, action buttons, and pressure-sensitive triggers, and analyze how each affects player control and responsiveness.
4. Analyze how pressure-sensitive triggers provide more nuanced gameplay compared to standard action buttons, especially in racing or shooting games.
5. Analyze the impact of spatial mapping cameras on immersion in AR and VR environments