



AN EMPATHETIC APPROACH TO VIRTUAL REALITY USE

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At a glance



Background

Software engineers often struggle to capture requirements that address diverse cognitive abilities.



Goal

Explore how VR can help software engineers better understand the perspectives of users for human-centric requirements elicitation, focusing on people with ADHD.

Outcomes



Immersive VR prototype

We developed a VR prototype to capture requirements for a gym app, involving simulations of common ADHD symptoms to boost developer understanding.



Insights and ideas for VR features

We uncovered VR features that were useful in identifying requirements and generated ideas for future simulations to better help developers understand users with ADHD.



Empirically-proven benefits of VR use

Our study revealed greater developer understanding of both people with ADHD and the potential challenges of software not purposefully designed for them.

Methods and tools



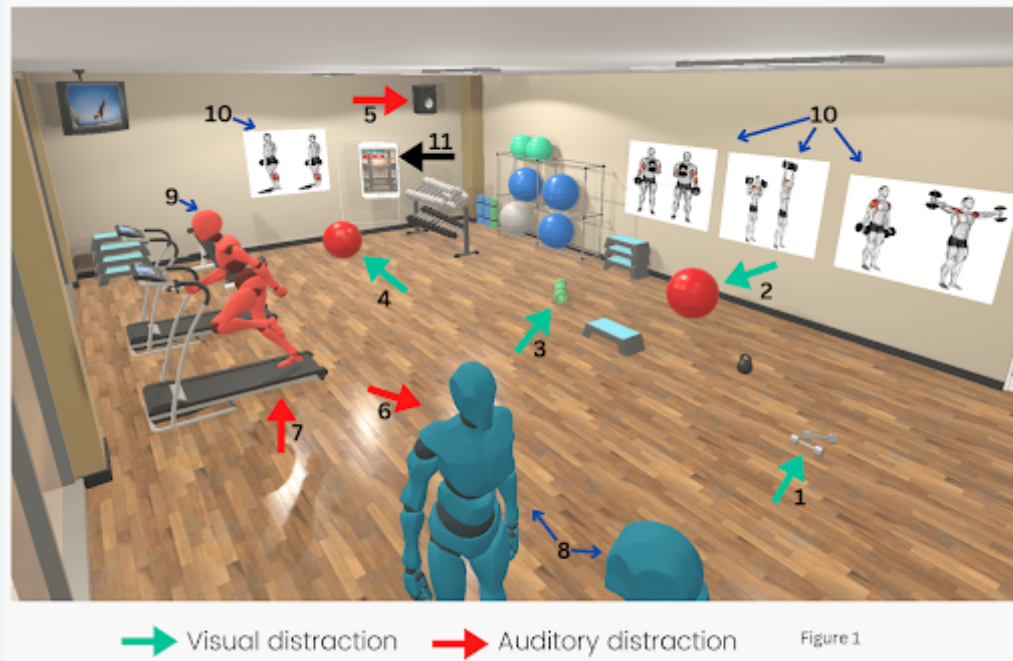
Created a VR prototype which demonstrated using a fitness app in highly-distracting gym environment.



Evaluated how well the prototype could identify requirements for users with ADHD by asking participants to complete activities amidst visual and auditory distractions common



Based on the evaluations, requirements in the fitness app were improved to better capture diverse user needs.



Learn more

Contact [Professor John Grundy](#) or scan the QR code.



Acknowledgements

This project is funded by the Australian Research Council Laureate Fellowship FL190100035. We would like to acknowledge the participants who completed the survey to assist with our research.