

Orbital

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ABSTRACT

Orbital is a virtual reality gaming experience designed to explore the use of traditional narrative structure to enhance immersion in virtual reality. The story structure of *Orbital* was developed based on the developmental steps of 'The Hero's Journey,' a narrative pattern identified by Joseph Campbell. Using this standard narrative pattern, *Orbital* is capable of immersing the player quickly and completely for the entirety of play time.

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GENERAL AUDIENCE ABSTRACT

Orbital is a virtual reality video game, in which an astronaut must navigate an asteroid field and reach a nearby space station prior to running out of fuel. The control of this astronaut was bound to a player's head mounted display, which tracked the direction a player was looking and placed the player in the immersive experience. This experience was designed as an exploration of how traditional long-form narrative structure (films/books) could be applied to a short virtual reality experience. In the hope that it could provide a more immersive experience for the player. The story structure of *Orbital* was developed based on the developmental steps of 'The Hero's Journey,' a narrative pattern identified by Joseph Campbell. Using this standard narrative pattern, *Orbital* is capable of immersing the player quickly and completely for the entirety of play time.

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