



## Participants wanted for virtual reality study with the Immersive Deck!

- Illusion Walk, in cooperation with the Technical University of Berlin and the University of Würzburg, conducts a study on virtual reality
- They are looking for participants aged 18 to 45



**Berlin, April 5, 2017** – In the scope of the research group Immersive Deck, Illusion Walk, in cooperation with the Technical University of Berlin and the University Würzburg, conducts a study on the behavior of humans in walkable virtual worlds. For this purpose, the participants will pass through a freely walkable virtual experience and be interviewed about their feelings, perception, and interaction in the Immersive Deck.

The study will be conducted in Illusion Walk's Immersive Deck in Berlin-Charlottenburg between late April and early May 2017. Applications of prospective participants aged 18 to 45 will be accepted as of now on the following webpage:

<https://www.illusion-walk.com/vr-und-wissenschaft/>



Illusion Walk KG's CEO Jim Rüggeberg on the planned study: "We are looking forward to realize another scientific project in the research group Immersive Deck with this study. Perception and interactivity in walkable virtual worlds are two good examples of new and uncharted territories. This fundamental research will help us tailor our experiences to our users even better."

### **Illusion Walk KG**

Illusion Walk is a Berlin-based startup working on the development of a walkable virtual reality platform named "Immersive Deck". We combine the latest hardware technology with our own software to bring our users the ultimate immersive experience: To walk through large-scale virtual spaces together, experiencing fantastic adventures.

### **The Immersive Deck**

The Immersive Deck is a real-time holodeck based on a unique, interactive multi user concept aiming at applications including gaming, edutainment, virtual training, and VR showrooms. The "Triple-Track®" software fuses existing tracking and motion capture technologies with high-end real-time rendering. The modular structure allows for selection of the ideal setup for many different applications, from multiplayer gaming or walkable VR showrooms to virtual training scenarios.

### **Sign-up page for the study:**

<https://www.illusion-walk.com/vr-und-wissenschaft/>

### **For further press information and interview queries:**

[press@illusion-walk.com](mailto:press@illusion-walk.com)

### **For press kit and newsletter registration:**

[www.illusion-walk.com/press/](http://www.illusion-walk.com/press/)

### **On Facebook:**

<https://www.facebook.com/illusion.walk.kg/>