

Call For Participants



Investigating the use of VR to improve memory of action sequences

45 min(s) to complete

Sincere Gratitude

Experiment

Plymouth PL4, UK

University of Plymouth

This study is looking to identify if the type of interaction technology used in VR experiences can aid the memory of action sequences displayed. By taking part in this study you will get the chance to learn new skills as well as engage with the latest VR technology.

There will also be excellent chocolate muffins available for participants.

Find out more online

Poster printed on 05/05/2024

Study expires on 31/03/2017

More info

by scanning the QR code
or visiting the URL

www.cfp.cc/5X9VS3

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