WALTZ OF THE WIZARD:
comparing the room-scale VR platforms
Steam and Oculus Home
ABOUT THIS REPORT

This report compares differences in audience and usage for Steam VR and Oculus Home releases of Waltz of the Wizard, based on anonymous usage data collected using Ghostline analytics in April 2017. The report is being released to help inform the broader VR development community of how VR hardware and platform capabilities can impact user experience and content functionality.

ABOUT WALTZ OF THE WIZARD

Waltz of the Wizard is a virtual reality experience created by Aldin Dynamics that lets players feel what it’s like to have magical powers. Players combine arcane ingredients into a boiling cauldron with the help of an ancient spirit trapped in a human skull, unleashing creative and destructive wizardry upon a fully interactive virtual world. The experience also allows players to travel to new places, finding themselves in mysterious circumstances full of detail and unforgettable atmosphere. Waltz of the Wizard is classified as compatible with standing play area setups, although it will be noted that it is designed for room-scale.

Originally designed for the HTC VIVE and released on Steam on May 31st 2016, Waltz of the Wizard has remained among the top 3 highest rated VR applications on Steam since December 2016. The experience was released on the Oculus Home platform with native integration for the Oculus Touch controllers on March 27th 2017.
INTERESTING FINDINGS

- **14.9%** of Oculus players use 3 sensors and **80.9%** use 2 sensors (Page 6)
- **36%** of Steam players use play areas larger than **6m²** compared to only **6%** of Oculus players (Page 5)
- **15.1%** of Oculus players use AMD CPUs compared to **7.6%** of Steam players (Page 7)
- **10.9%** of Steam players are from China compared to **0.3%** of Oculus players (Page 4)
- Average session length of **28 minutes** is the same for Steam and Oculus. (Page 4)
- The NVIDIA GTX 1070 is the most popular GPU on both Steam (**27%**) and Oculus (**19%**) (Page 7)
- Oculus tracking is improved **2x** with 3 sensors compared to 2 sensors (Page 6)
- Average Steam play areas are **5.7m²** compared to **3.3m²** on Oculus (Page 5)
- Oculus players experience **2x more** tracking loss than Steam players (Page 6)
This scene contains a secret ring that users can discover hidden in a hole in one of the walls. It requires a relatively large play area to reach.

Elevated places users on a narrow bridge over a deep chasm. There are small rocks by the user’s feet that can be thrown into the abyss. Reaching close to the floor can often lead to loss of tracking.

The Trial places users in another dimension where their physical movements are observed and commented on by ominous humanoid characters. It does not require a large play area, but the scene design encourages users to turn in a full circle (requiring 360 tracking).

OVERALL AVERAGE

2.7 seconds per minute

THE CELL

0.8 seconds per minute

ELEVATED

1.9 seconds per minute

THE TRIAL

1.1 seconds per minute

5.1 seconds per minute

5.6 seconds per minute

6.1 seconds per minute

10.5 seconds per minute

CALCULATED BASED ON HOW VR SDKS REPORT TRACKING LOSS PER FRAME

Sensor Count

0

2

3

4

14

11

7

4

0

TRACKING LOSS

SENSOR COUNT

1X

80.9%

2X

14.9%

3X

1.9%

4X

2.3%

OWNERSHIP OF SENSORS

WALTZ OF THE WIZARD: COMPARING THE ROOM-SCALE VR PLATFORMS STEAM AND OCULUS HOME (PUBLICATION: X94R3U8-002), ALDIN DYNAMICS ALL RIGHTS RESERVED ©2017
**BEHAVIOR**

**PHYSICAL MOVEMENT**
- **10.3** meters per minute
- **8.4** meters per minute

**INTERACTIONS**
- **14** button presses per minute
- **16** button presses per minute

**GAZE**
- **2255°** degrees per minute
- **2143°** degrees per minute
GAMEPLAY ACTIONS

- PLAYED THE TRUMPET
  - Steam: 41%
  - Oculus: 37%

- SHOT APPRENTICE
  - Steam: 15%
  - Oculus: 23%

- CROUCHED BY TABLE
  - Steam: 75%
  - Oculus: 55%

- THREW SKULLY OUT THE WINDOW
  - Steam: 5%
  - Oculus: 4%

- LAID DOWN ON THE FLOOR
  - Steam: 1.4%
  - Oculus: 0.7%
The grand vision for immersive experiences are believable worlds that make users feel as if transported to another reality. These are the types of experiences that Aldin has been striving towards since 2013, and the company has seen first hand just how many challenges there are in achieving even the simplest implementations of that vision. Interactive virtual realities are more complex than conventional software; they need to work with a diverse range of hardware, and take real-world factors into account such as user stature, physical agility and play area sizes.

Designing for VR and physical immersion is largely uncharted territory, presenting an entirely new range of development challenges and design factors. As a developer you have the power to invoke deeply emotional sensations as well as to cause unintentional physical discomfort. The smallest of details can make or break an experience. For this reason it is absolutely vital to pay careful attention to the user experience and ensure that your content is having the exact impact that you envision.

Ghostline revolutionizes the VR production process, measuring and visualizing new factors in VR user engagement to help ensure that the broadest range of users are having the best experience possible. For any type of VR content being created, Ghostline targets development efforts and offers invaluable insights into the complex relationship between user behavior, content design and VR system setups.

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