



USER RESEARCH

PONDER

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APPLE VISION PRO FISHING MEDITATION GAME



KEY FINDINGS

- Most people are unaware of or uninterested in the Apple Vision Pro.
- Most people are willing to play games on their devices.
- Every respondent

OBJECTIVES

- Identify interest and general perception of the Apple Vision Pro.
- Discover popular fishing mechanics in gaming currently.
- Identify which areas of the design of the app are priorities from users.
- Gauge willingness to commit to an Apple Vision Pro.

RESEARCH METHODS



- We created an anonymous survey and spread it to various chats, including a tech-interested group via the NMI club chat.
- We searched for online user responses to existing fishing mechanics, the Apple Vision Pro, and reasons for using VR.

TARGET AUDIENCES

- Tech-oriented young adults.
- Anyone tech-oriented interested in VR with disposable income.

CURRENT REVIEWS

APPLE VISION PRO



notpwign **OP** · 4 mo. ago

Summary:

- Impressed with the ambition and engineering behind the device. No corners were cut.
- The hardware is high quality, comfortable and adjustable. The displays provide a crisp, high resolution experience.
- Apple effectively solved two major issues with VR: latency-driven nausea and isolation. The snappy performance and passthrough capability address these.
- The eye tracking, gesture control and hand tracking are near perfect. Interacting with the interface feels seamless.
- The high resolution means text is actually readable. This enables the device to function as a full computing platform.
- The digital avatar feature exceeded expectations. Interacting with another person's avatar felt surprisingly natural.
- The hardware is high quality, comfortable and adjustable. The displays provide a crisp, high-resolution experience.
- The setup process is simple and intuitive, as expected from Apple.
- The visuals of the interface and apps look as good as what Apple showed on stage. The interface feels present and reacts to the environment.

 **1.1k**   Reply  Share 



CURRENT REVIEWS

FISHING GAME MECHANICS



MeaningfulChoices · 3 mo. ago

Game Designer

A lot of games, especially RPGs, have fishing minigames that are just complicated enough to work with the rest of the game. Stardew works with the other mechanics, WoW's fishing sends players around the world and has some tournaments, things like that. Breath of Fire 3's fishing minigame was pretty good. But if you're talking actually good mechanics you might want to look at games like Fishing Planet.



Moonracer2000 · 5 yr. ago

The main issue for me is that most fishing minigames are just press E, then wait 10-40 seconds and press E again. A simple way to improve this would be a line on a bar with a moving sweet spot. Hold down E to reel in the hook during the optimal time and increase chances of catching something. Nothing too fancy or requiring fast reflexes. Just add some rythm and interactivity.

↑ 1 ↓ Reply Share ...



jtn19120 · 5 yr. ago

Sounds like Stardew tbh

↑ 2 ↓ Reply Share ...



xiccit · 3 yr. ago

I've been searching for this for years. I can definitely say ffxiv has the most layered mmo style fishing, and sea of thieves and rdr2 have the most realistic simplistic feeling. If someone would just merge the two so I had to control the rod angle and line tension while reeling, and added in small abilities and different baits and day times, along with differing difficulties of fish and upgradeable fishing gear, I'd be so happy. And to be able to mount all the fish in my own home base. And to craft better gear from the fish and junk i catch. Like yeah I caught boots and nets a couple times, that's why my vest is made out of boots and nets.

Also I want this whole package inside another game so when I dont want to fish, I dont have to.

↑ 6 ↓ Reply Share ...



CURRENT REVIEWS

WHY VIRTUAL REALITY?



Tottery · 8 mo. ago

I play because of the immersion. It gives me a feeling flat screen games do not. Sitting is very important to me. It's the only way I can play.

↑ 1 ↓ Share ...



rchrdcrg · 8 mo. ago

I want to do something I can't do in real life, either because I'm too afraid, because it's too dangerous, or because it breaks physics. I want recreations of things that would be impractical or inaccessible to the average person, like pinball or a bocce course.

I want VR to fill the gaps left between reality and gaming. Take reality and ramp it up, or take the gaming experience and make it more realistic and tangible.

↑ 8 ↓ Share ...



CarrotKing269 · 8 mo. ago

I just like immersion in general, the more realistic it is the more likely I am to play it, as long as it's not super annoying. Take blade and sorcery for example, you can basically interact with everything, most of the stuff is super realistic, and when it's not, it's been made different to make the game bearable. Basically it's a lot of the small details that you wouldn't notice if you were playing on a flat screen. The more you can make me think I'm not actually in VR, the more I'll likely play it. There still needs to be fun gameplay don't get me wrong, but immersion is almost a bigger deal for me in that regard.

↑ 1 ↓ Share ...

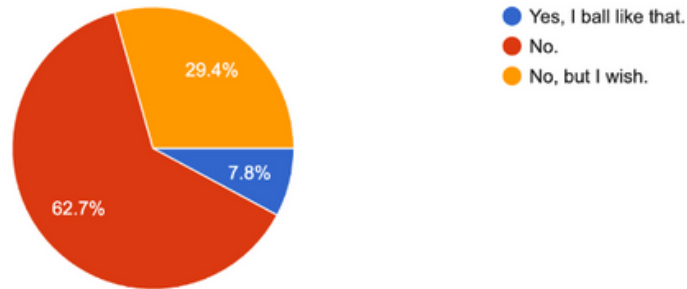


SURVEY RESULTS

VIRTUAL REALITY QUESTIONS

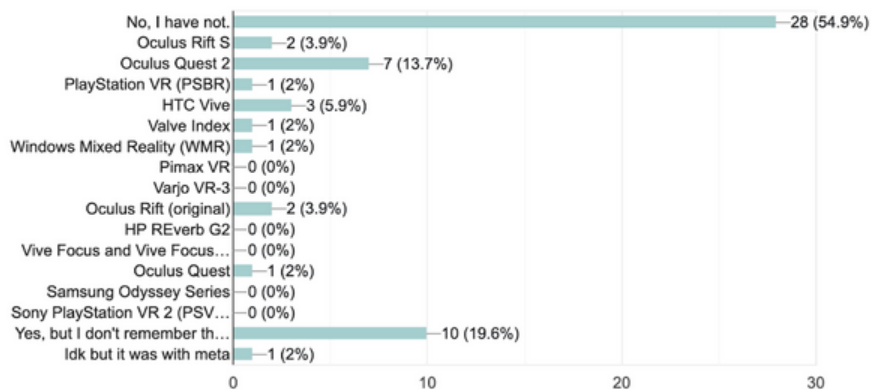
Do you own a VR headset?

51 responses



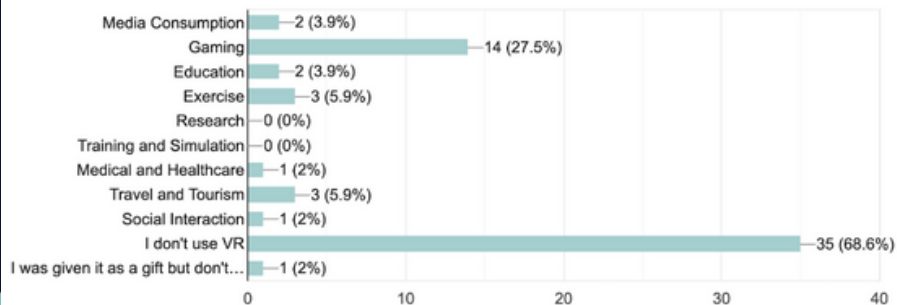
Have you ever used a virtual reality headset? If so, which ones?

51 responses



What do you use VR for? Check all that apply.

51 responses

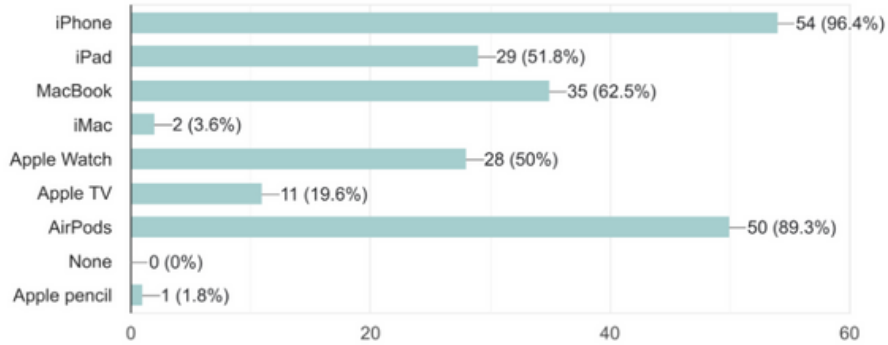


SURVEY RESULTS

APPLE PRODUCT QUESTIONS

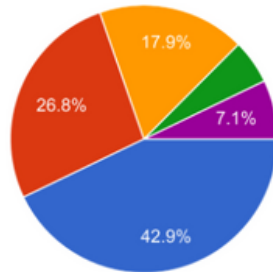
Do you own any Apple products?

56 responses



Have you heard about the Vision Pro?

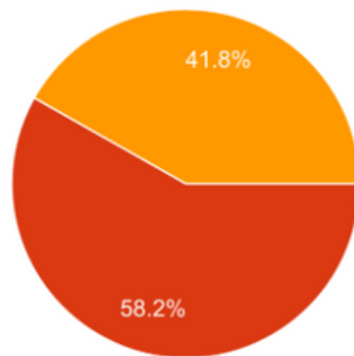
56 responses



- What the heck is that?
- I've heard of it, but don't know much about it.
- It seems interesting, but not for me.
- Yes! I've been looking into it.
- Fish yeah! I'm so excited for it – waiting for it to drop.

Would you buy the Vision Pro?

55 responses



- Yes
- No
- Maybe

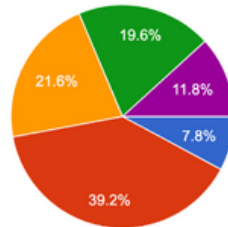


SURVEY RESULTS

GAMING QUESTIONS

Do you play games on your devices?

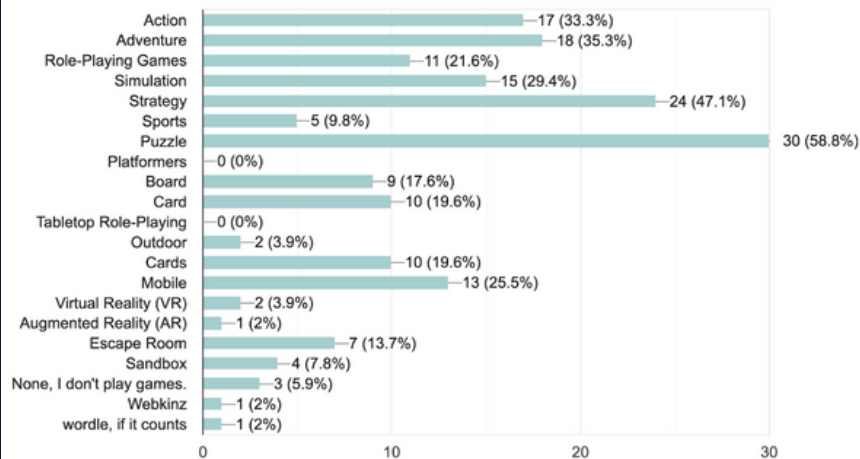
51 responses



- No, I never play games.
- I play a few times a year.
- Maybe once a month.
- Yes, I play games on a weekly basis.
- Yes, I play daily

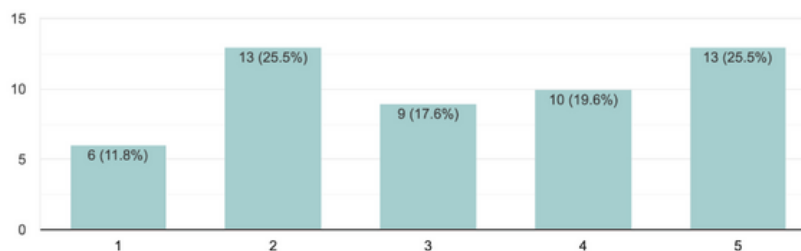
What kind of games do you play? Please select all that apply. If you don't play games, please select what you are most interested in.

51 responses



Are you interested in a competitive aspect, such as leaderboards or challenges, within the game?

51 responses

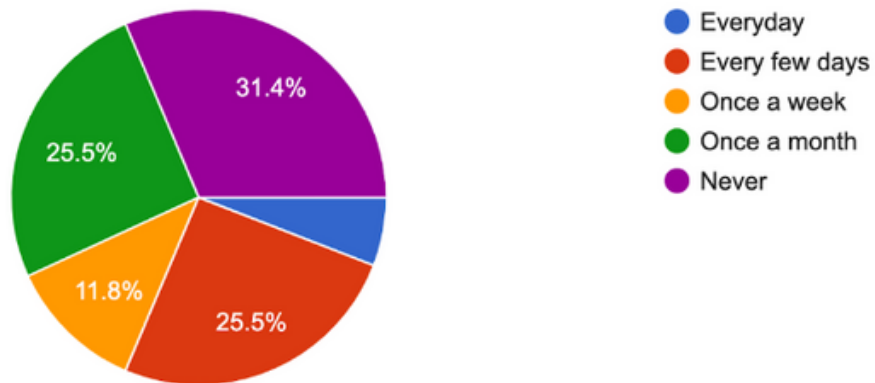


SURVEY RESULTS

MINDFULNESS QUESTIONS

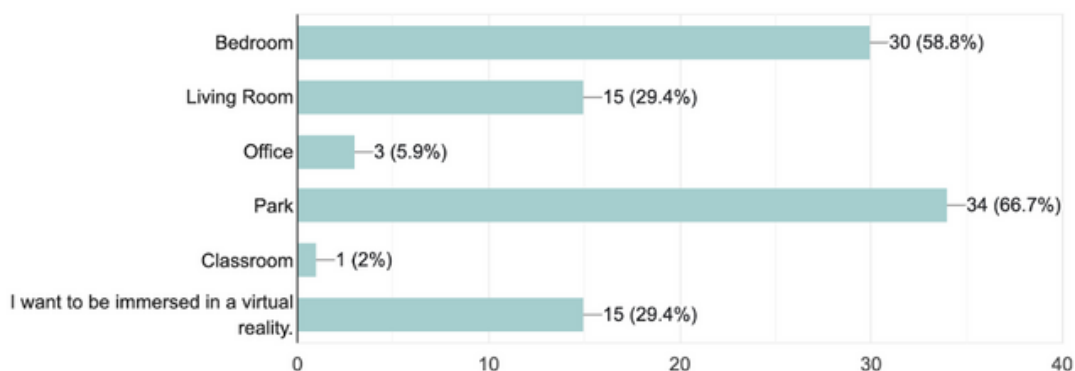
How often do you engage in meditation or mindfulness practices?

51 responses



What kind of environments or settings would you like to see in the game to enhance your meditation experience?

51 responses



TRENDS



- Most respondents are unfamiliar with AR/VR headsets.
- Every respondent has some sort of Apple product.
- 42.9% of respondents haven't even heard of the Apple Vision Pro. Only 12.6% were actively interested in it.
- No respondents are planning on buying the Apple Vision Pro. 58.2% will assuredly not, and 41.8% say maybe.
- The vast majority of respondents play games on devices sometimes.
- Respondents play a large variety of genres of games.

TRENDS CONT

- Sound design is important for meditative qualities of the game.
- Most respondents do not fish in real life.
- Most gamers prefer fishing mechanics with some kind of skill aspect. Many online reviews mention Stardew Valley as the ideal fishing minigame experience.
- Early reviews of the Apple Vision Pro say that it is a very good piece of technology; gesture and eye tracking are excellent, it is comfortable, and there is low latency.
- Most gamers who do engage in VR do so for immersion, exercise, experiences they can't get in real life. Tracking with our research, most people are not fishers, so PONDER is the perfect immersive experience.

CONCLUSIONS

- **VR/AR headsets are still relatively niche. With the cost barrier, the market for headsets is small, let alone for PONDER.**
- **Most people are unfamiliar with fishing. Anyone searching for a new experience can enjoy PONDER.**
- **Most people play games on devices; people willing to buy the Apple Vision Pro will likely have games on it of some sort.**
- **People enjoy engaging, skill-based fishing mechanics.**



NEXT STEPS

- We will design a low-key skill-based fishing mechanic to give users something to engage with.
- We will pay attention to visual and audio design to make a welcoming experience for our users.