

Understanding Software Quality Metrics for VR Products - A Mapping Study

ABSTRACTS

Virtual Reality (VR) Software is becoming more mainstream in recent years. It has provided an opportunity for VR practitioners to explore new domains and deliver cutting edge products. The success of the VR products depends primarily on the product contextual relevance and qualities exhibited. However, it is unclear how VR practitioners curb software quality challenges and improve the essence of the VR product over every release. In this paper, we present a Systematic Mapping Study of the software quality metrics adopted by VR practitioners for assessing the quality of their VR products. The study showed that practitioners used unique metrics to measure the quality of their VR products in addition to adopting some of existing enterprise software metrics. Further, we consolidate these metrics into different themes that future practitioners may use for developing VR products.

MOTIVATION & METHOD

The primary motivation of the study was to analyze the current state-of-art of practices on adopting software quality metrics or indicators while building virtual reality products or prototypes.

SMS study was done as per guidelines provided by Kitchenham.



FUTURE WORK

Automating the quality evaluation for the VR products for each of the themes

Having a generalised software quality evaluation framework for VR practitioners which they can adopt to achieve certain basic quality for their VR products.

