**Extending the Virtual Reality Experiments (VREX) toolbox**

We are developing a toolbox running in Unity which would allow users to create and run psychology experiments in 3D virtual reality (using Oculus Rift).

Last year in two BSc theses the basic functionality of the toolbox was successfully developed. (Both theses were rewarded with the highest grade, A)

Now we are planning to extend the basic capabilities of the toolbox. In particular, this toolbox allows the researcher to study human memory in realistic environments. However, until now the tools for doing memory research with the toolbox are only basic. We are looking to extend the testing capabilities to perform experiments that have not been possible using the standard experimental laboratory setup.

The current version of the toolbox can be seen in this brief video overview:
https://www.youtube.com/watch?v=11SxwBr2hmA

Bonus: one can play around with Oculus Rift :-)

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