# Ka-Boom II Visually Exploring Latency Measurements for XR

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## ABSTRACT

Latency can be detrimental for the experience of Virtual Reality. High latency can lead to loss of performance and cybersickness. There are simple approaches to measure approximate latency and more elaborated for more insight into latency behavior. Yet there are still researchers who do not measure the latency of the system they are using to conduct VR experiments.

This paper provides an illustrated overview of different approaches to measure latency of VR applications, as well as a small decisionmaking guide to assist in the choice of the measurement method. The visual style offers a more approachable way to understand how to measure latency.

## **CCS CONCEPTS**

• General and reference  $\rightarrow$  Measurement; • Computing methodologies  $\rightarrow$  Virtual reality.

## **KEYWORDS**

datasets, neural networks, gaze detection, text tagging

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we must first find it, i.e. measure it. Only then we can take appropriate action.



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