

# Platforms, Devices, and Accessibility

Neutral briefs on platforms/devices with constraints, affordances, and access considerations.

- *Keywords:* VR, AR, MR, 360, mobile, HMD, accessibility, licensing

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- [Devices](#)
- [Meta Quest](#)
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# ARTutor

<https://artutor.cs.duth.gr/home/>



# Meta Quest



Viverse - Create

HTC Vive

# Viverse - Worlds

# Devices