

Abstract

This thesis examines the presence of conceptual metaphors in the user interface of virtual reality. The aim is not to capture the technology's potential to display metaphorical manifestations, such as through visual or auditory codes. Instead, this study seeks to understand how these metaphors are integrated into the structure of its environment and its applications. The identified metaphors are contextualised within application design and compared with their counterparts in desktop environments. Our research is limited to devices, applications, and programs within the commercial sector.