Hypermom is a virtual reality, phone or tablet game, in which the player navigates the three-sphere by changing the orientation of the device they are playing on. The orientation of the device is interpreted as a unit quaternion, which acts on the three-sphere by quaternion multiplication. This navigation scheme is surprisingly comprehensible for players. I will discuss the qualitative behaviour of this control scheme, and the mathematical explanation for this behaviour. (Received July 11, 2016)