Immersive VR Experience

PD E: Project Progress Presentation

Group A4.1

GNG 2101

Introduction

- **Goal:**

  - Develop empathy towards people with schizophrenia

- **To accomplish our goal:**

  - Two VR experiences

  - Events that people with schizophrenia might experience

Customer Needs

- Interactive
- Immersive experience
- Budget: $50
- Library of storylines
- Story depth
- Educational significance
- Viral cases/stories

Problem Statement

- Simulated experiences

- Instill **empathy**

- Learn about the experiences of a person living with disabilities

- Solve the lack of empathy towards people who live with disabilities

- **Immersive** experience

- First-person perspective

Benchmarking

| Metric #	Metric	Importance	Units	GNG1103 Immersive Experience Tool	GNG1103 A Tale of Two Students	Equal Reality VR Experience
1	Cost	4	CAD$	0	34.17	-
2	Total Combined Length	3	min	-	4.5	-
3	Programming/Design Platform	5	-	Unity	Unity	Unity
4	Type of VR Headset	5	-	Oculus Rift, HTC Vive	Oculus Rift, HTC Vive	Oculus Quest
5	Educational	5	Y/N	Y	Y	Y

Comparing our Metrics with those from Previous Projects

Decision Matrix and Target Specifications

Target Spec	Ideal	Marginal	Why?
Budget (CAD)	50	100	Given limit
Storage Size (GB)	5	10	Game can easily be loaded to the VR headset
Combined Running Length (min)	5	10	5 minutes will result in a meaningful simulation
Instills Empathy	100% positive response	85% positive response	Effective method of instilling empathy
Type of Headsets (Compatibility)	Oculus Quest and HTC Vive	Oculus	Accessible to more users

Ideal and Marginal Target Specifications
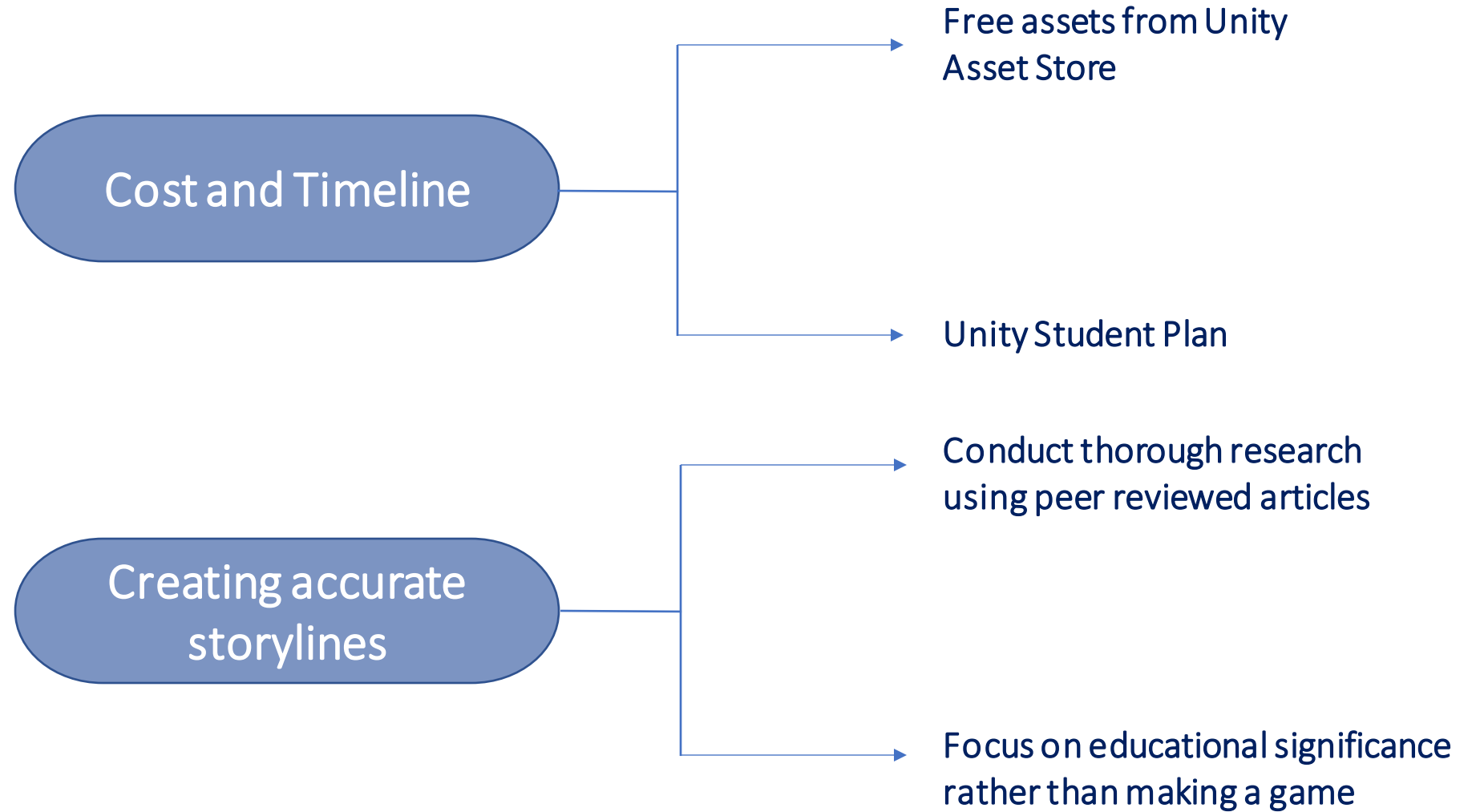
Initial Project Plan

✓ Interactive physical prototype in first-person perspective

✓ Detailed flowchart of the storylines of our concepts

❑ Create 2 simulation scenario between 3 to 5 minutes

❑ Non-VR product that could easily run-on website or download in app store

❑ Search and use sound effect from the database

Client Feedback & Results

- 3 to 5 minutes for 2 simulations was ambitious
- Client suggests we talk to someone with schizophrenia
- Make sure our product develops empathy
- In our second storyline, it's better to include something from the POV of a bystander.
- The client wants us to do VR

- Result:
  - We changed it back to a VR app

Prototype (Story)
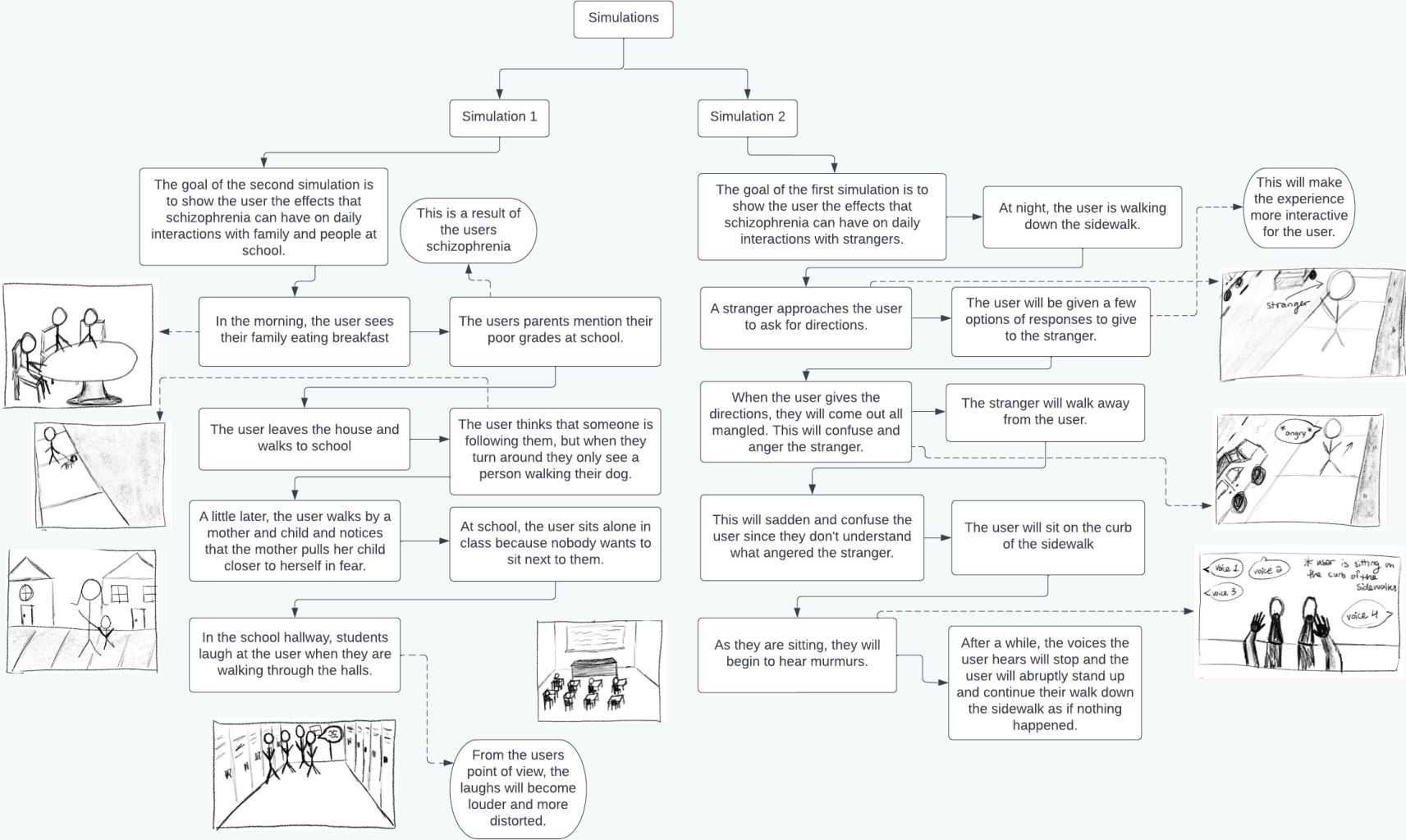
Prototype (Visual Component)

Click here to view prototype.mp4

Plan for Development

Develop Story Components

1. Scripts
2. Characters

Develop Visual Components

1. Design fluid environments
2. Customise character models

Plan for Development (Cont.)

Develop auditory components

1. Record voices and lines
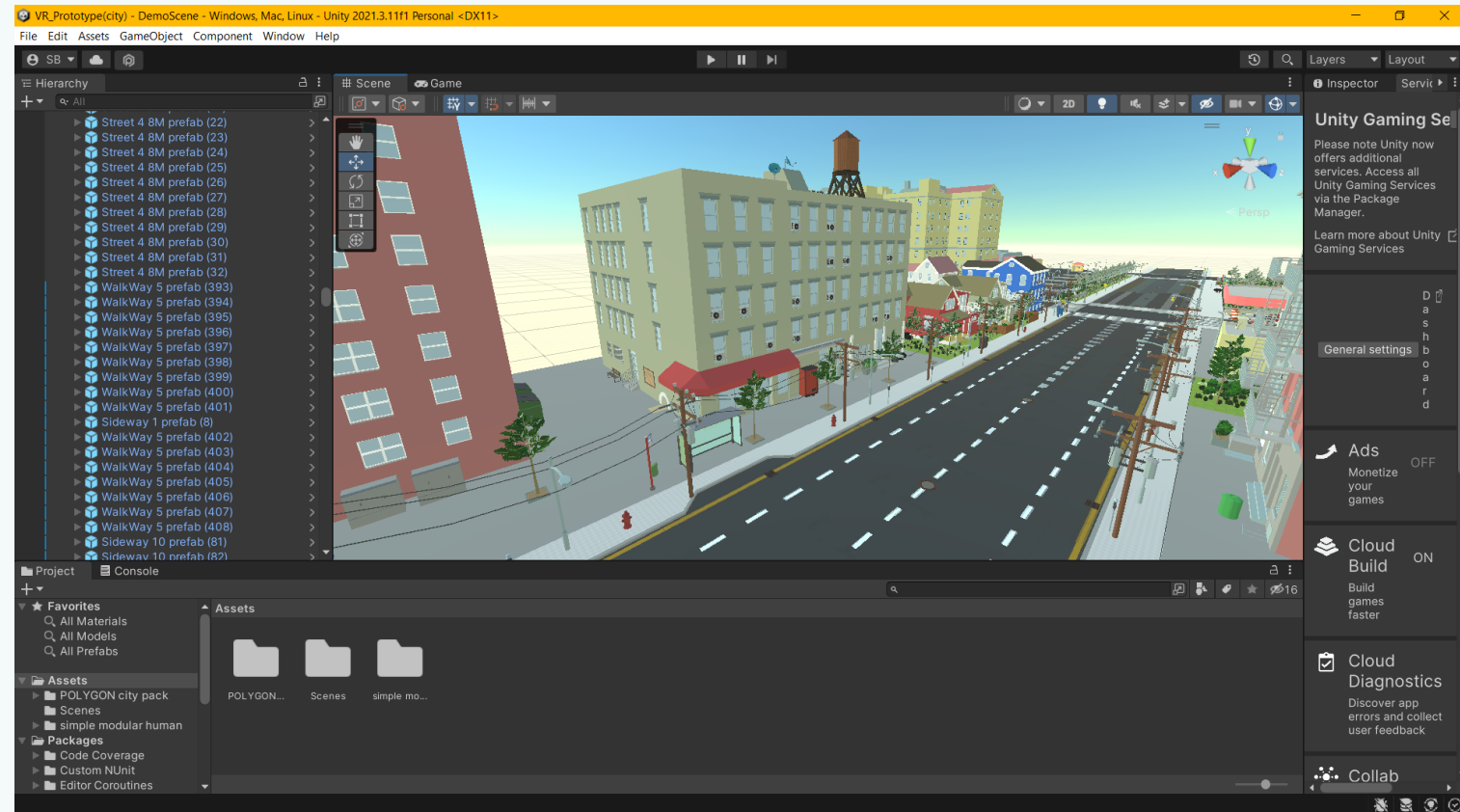2. Auditory effects

Unify components

1. Implement visual components
2. Implement auditory components

Launch project

1. Testing
2. Export project
3. Upload project to marketplace (?)

Questions for Client Meet 3

- How did previous years launch their project?

- What do you think about the style and lighting (day, evening, night) of our virtual environment?

- Should the character move by itself or should the user control the characters movements?

- How much should we expand beyond our current scope (cars and pedestrians moving on the road)? Could this cause the user to be distracted from the main story? Would it be beneficial to the story?

- We plan to talk with a psychology professor with knowledge on schizophrenia about our project. Do you think that this would be beneficial to our project?

Thanks for Listening