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## Invisible disabilities

### Examples

➤ ADHD, OCD, anxiety, depression

#### Performance

- > There is no obvious visual representation
- > Difficulty performing basic activities of daily life
- > Difficulty in social situations

#### Impact

- Lack of awareness and understanding from others.
- ➤ Social stigma associated with disclosing invisible disabilities.

### **Problem statement**

A need exists for an **immersive**, **interactive**, **engaging**, and **accessible** virtual reality experience that fosters **diversity** and **inclusion** by imparting another's point of view on users, allowing for them to accurately **imagine** and **reflect** on what it is like to be **different from everyone else**.

### **Benchmarking - How does our product stand out?**

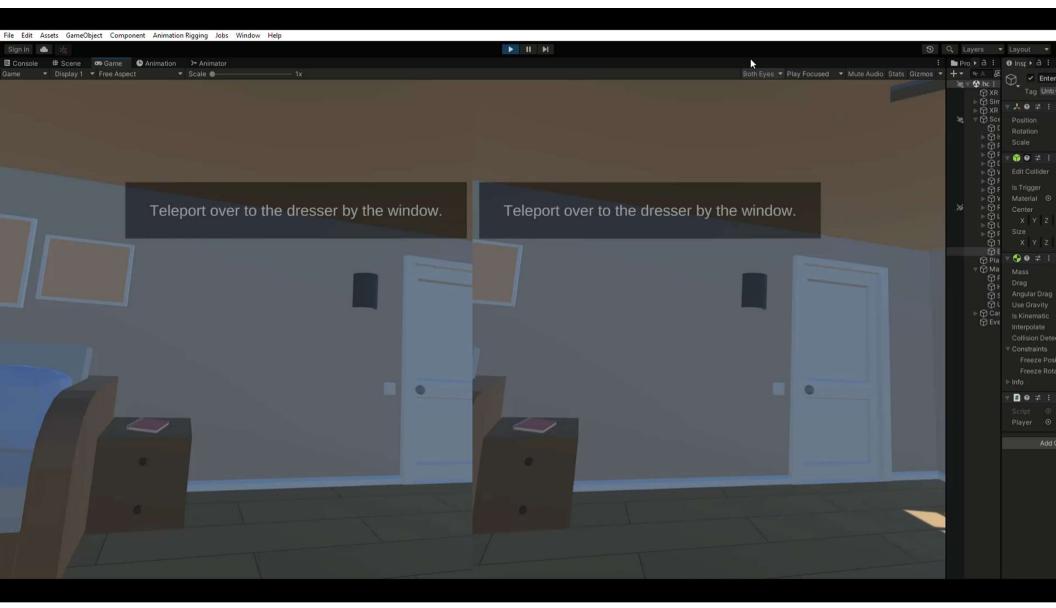
Similar existing products: Axon Virtual Reality Empathy Training, the Canadian Centre for Diversity and Inclusion eLearning Modules, Equal Reality

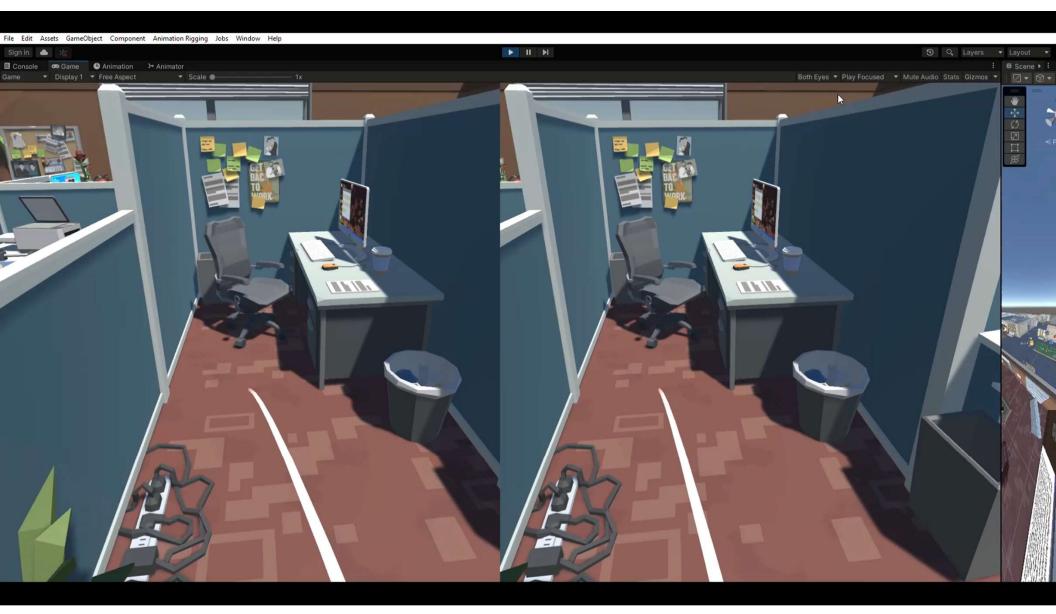
Compared to these products, our product:

- Focuses on invisible disabilities in the 0
- 0
- workplace specifically Does not disclose the invisible disability of the user at the beginning of the experience Includes an introduction sequence where users can move around freely and interact 0 with objects
- Gives users more freedom to explore the VR 0 environment
- Incorporates guided reflection 0
- Provides University of Ottawa mental health 0 resources

#### How do these differences make our product better?

- Practical scenarios are more relatable to  $\succ$ users
- Users enter the experience without pre- $\succ$ existing biases
- > World is more immersive and interactive
- More user engagement  $\succ$
- Incorporates key takeaways from client  $\succ$ meetings
- Helps students be more aware of the mental  $\succ$ health resources available





# Guided Reflection Questions

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### Thank you for listening, Any question?