Immersive Experience Tool

Project Progress

Team B3.4

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Problem Statement

Our client wants to create an immersive virtual experience for university students and alike that helps them empathize and understand the difficulties of having a disability.

Client Needs

#	NEED	Importance Low = 1 High = 5
1	The experience is brief enough to retain information.	3
2	The experience conveys the message of empathy to the user (The experience sparks empathy in the user).	5
3	The experience runs smoothly.	3
4	The experience represents real people’s struggles accurately.	4
5	The experience is easy to use by anyone.	3
6	The experience is fully developed / storyboarded.	5
7	The experience is interactive.	2
8	The experience should appeal to students.	2

#	Metric	Units	InMind	Language Barriers	Schizophrenic experience
1	Simulation Length	s	3:27	1:40	2:39
2	Amount of people that respond with empathy	%	75%	65%	85%
3	The frames per second performance optimization	FPS (Frames per second)	>30	30	<30
4	Accuracy to real experiences	Scale (1-5)	3	3	5
5	Amount of people able to use the experience with little to no instruction	%	80%	90%	80%
6	Coherence and quality of story	Scale (1-5)	5	2	3
7	Number of interactive events	#	~4	0 (Just next button)	~5
8	Theme appropriate to students	Scale (1-5)	3	5	4

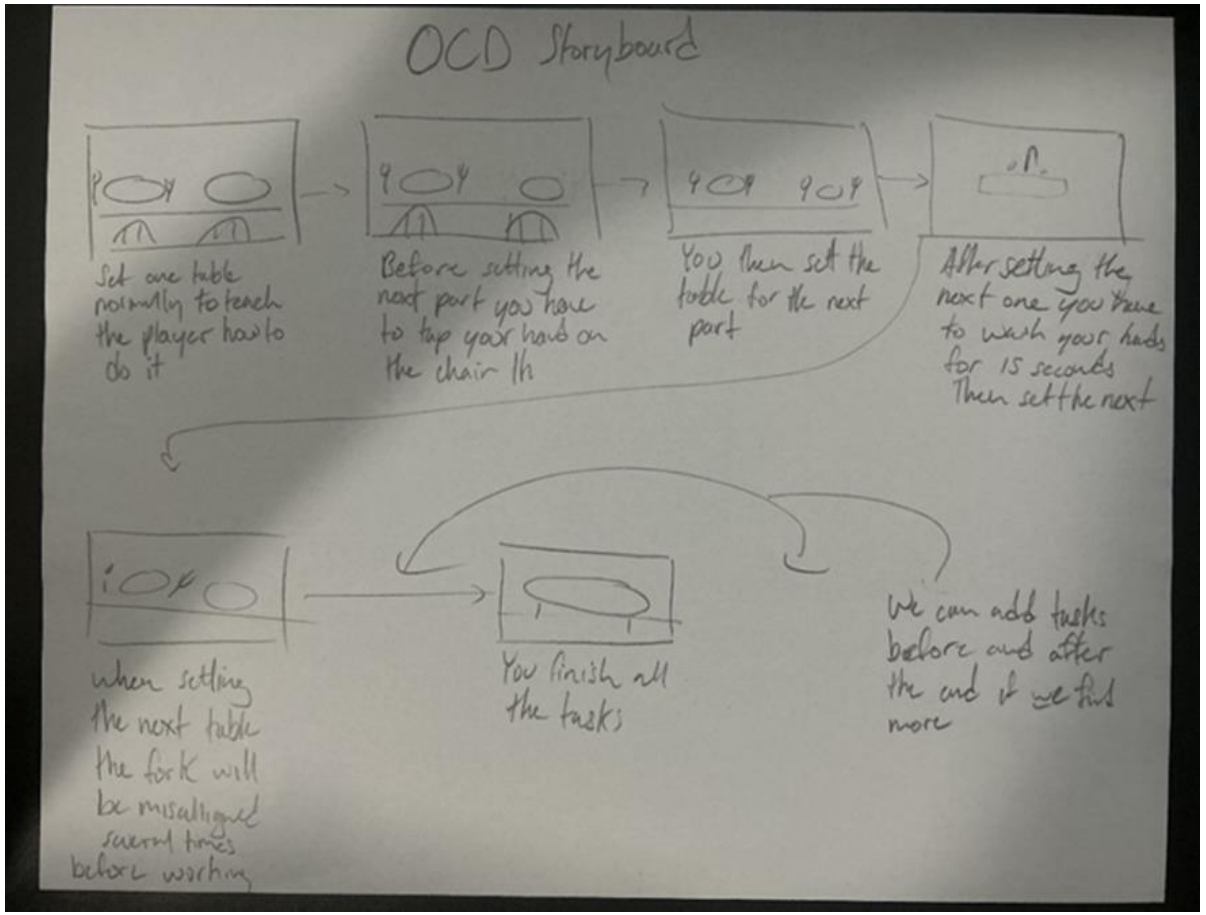
Benchmarking

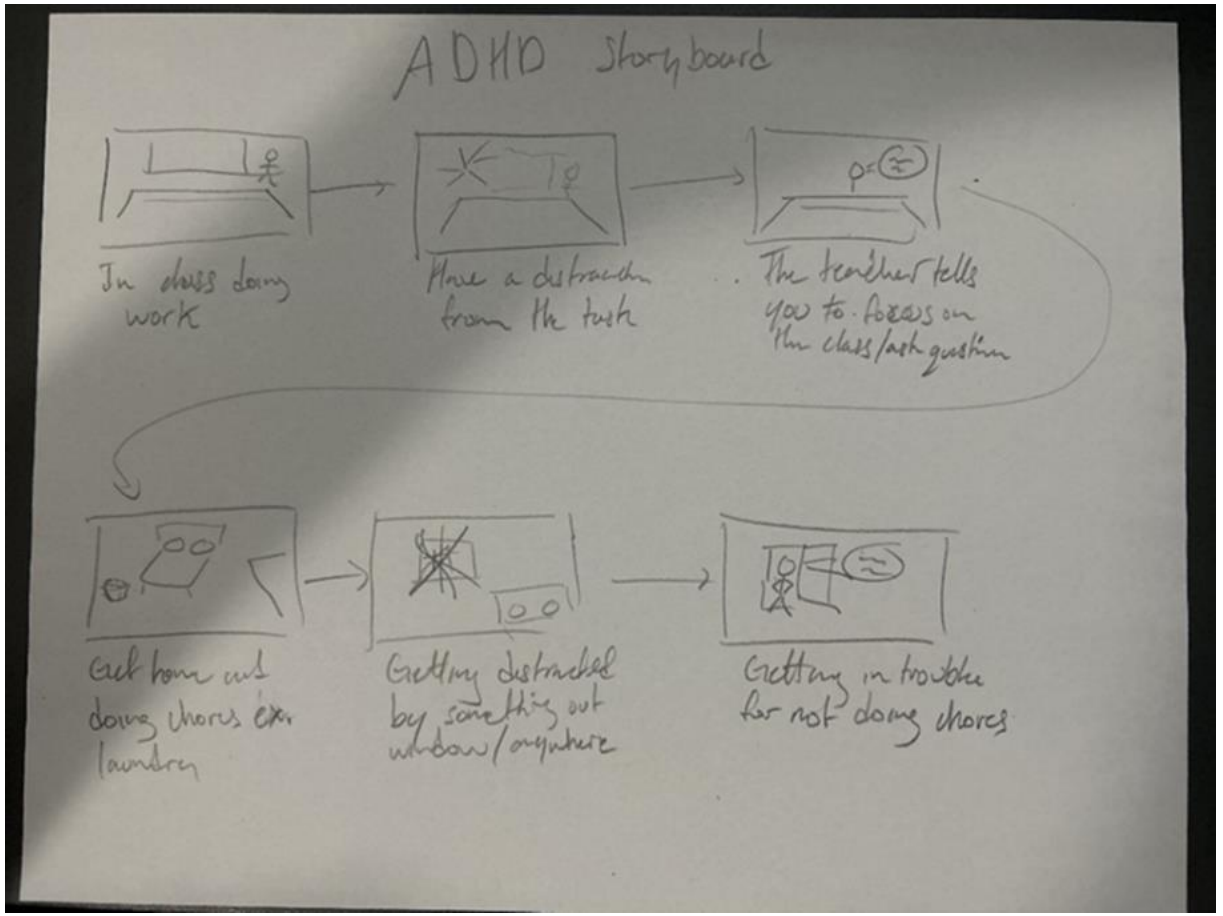
- Importance of a fully developed storyboard
- A focus on sparking empathy
- Accurately representing the struggles
- Creating a smooth interactive world

Target Specifications

Metric #	Metric	Units	Marginal Values	Ideal Value
1	Simulation Length	s	<5:00	3:00
2	Amount of people that respond with empathy	%	>75%	100%
3	The frames per second performance optimization	FPS (Frames per second)	>30	>60
4	Accuracy to real experiences	Scale (1-5)	>4	5
5	Amount of people able to use the experience with little to no instruction	%	80%	100%
6	Coherence and quality of story	Scale (1-5)	>3	5
7	Number of interactive events	#	>3	>5*
8	Theme appropriate to students	Scale (1-5)	>3	5

Initial Concepts: OCD & ADHD

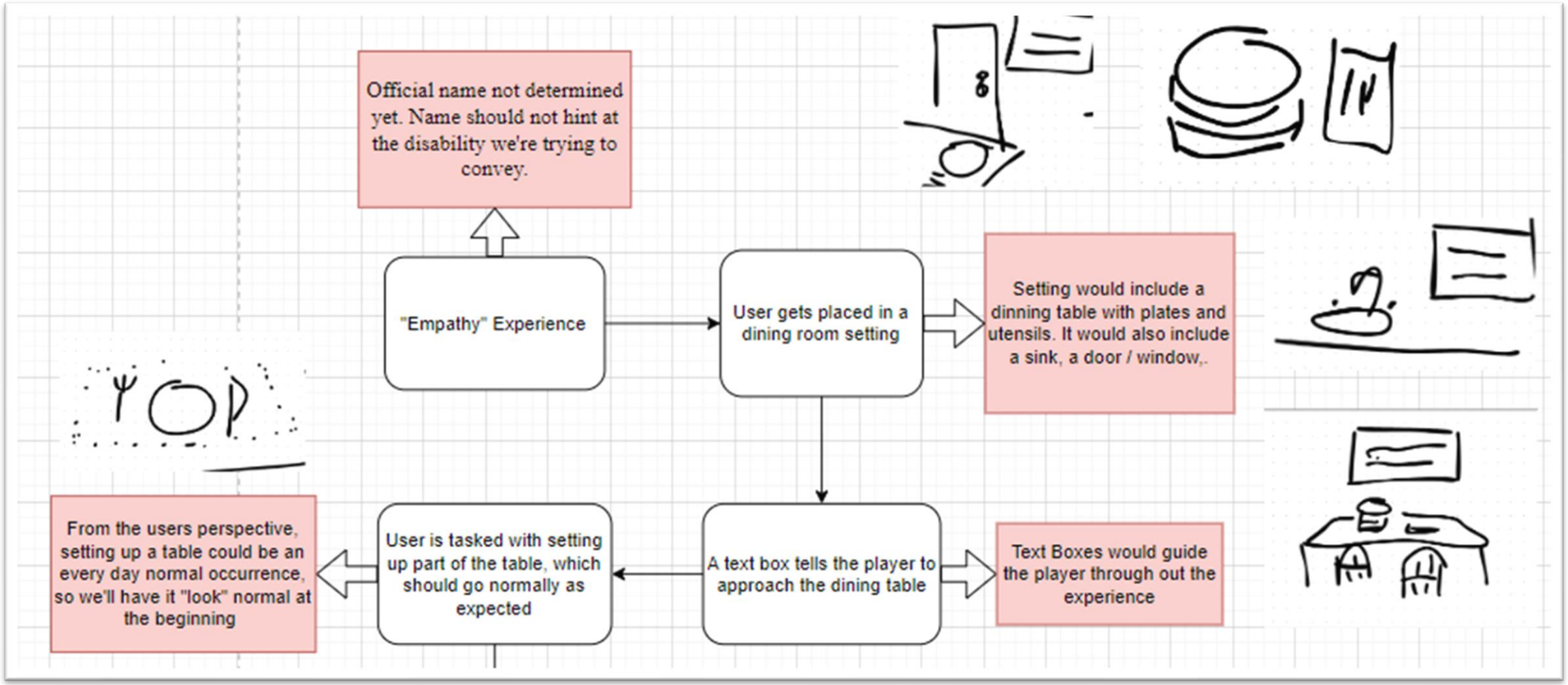


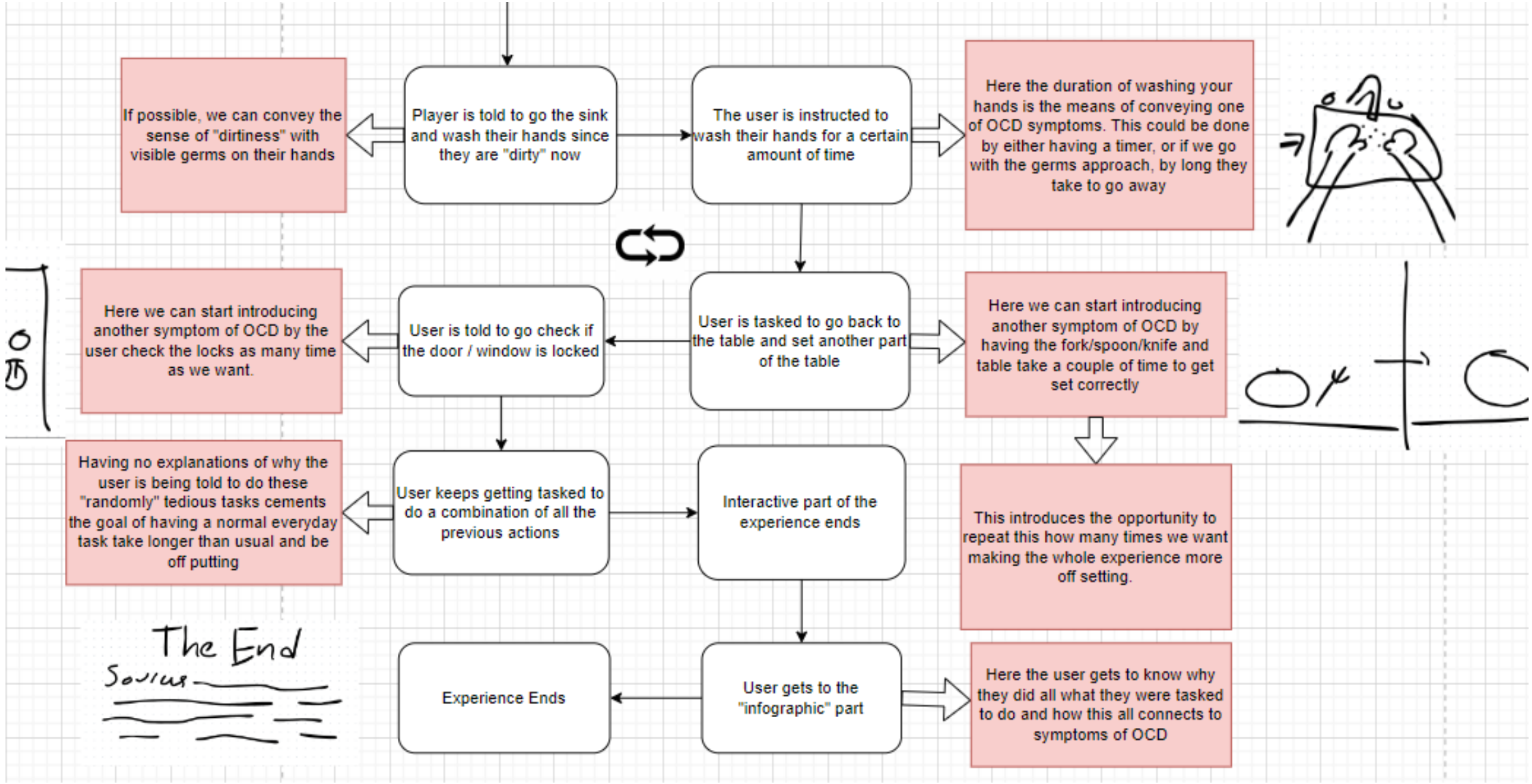


Client Feedback & Lessons Learned

- Expressed satisfactions of our initial approches.
- Expressed the importance of storyboarding the experience before delving into the technical side of it (A common pitfall).
- Focus on one concept and delve deep into the details.
- Instill empathy not sympathy nor pity.
- Important to have insights from people dealing with said issues.

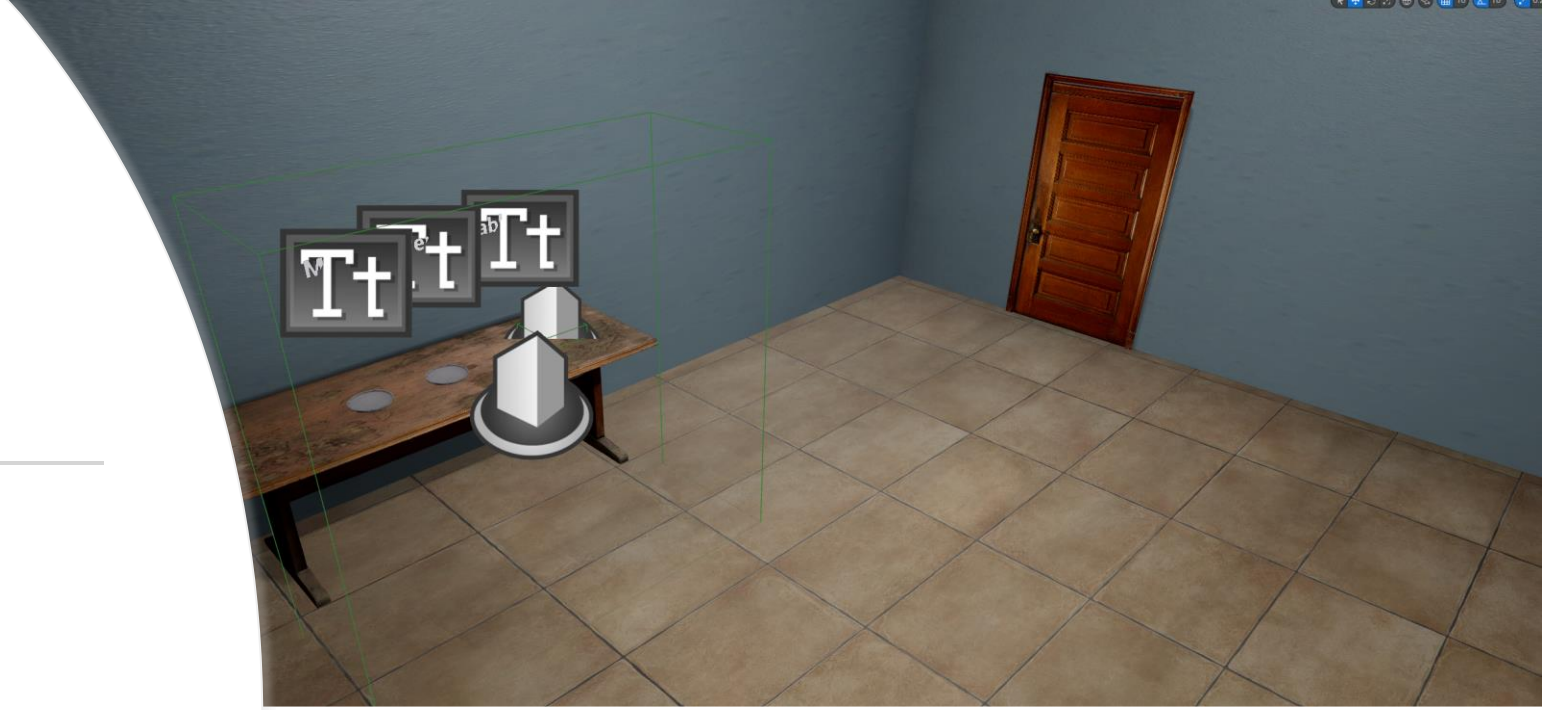
Refined Storyboard

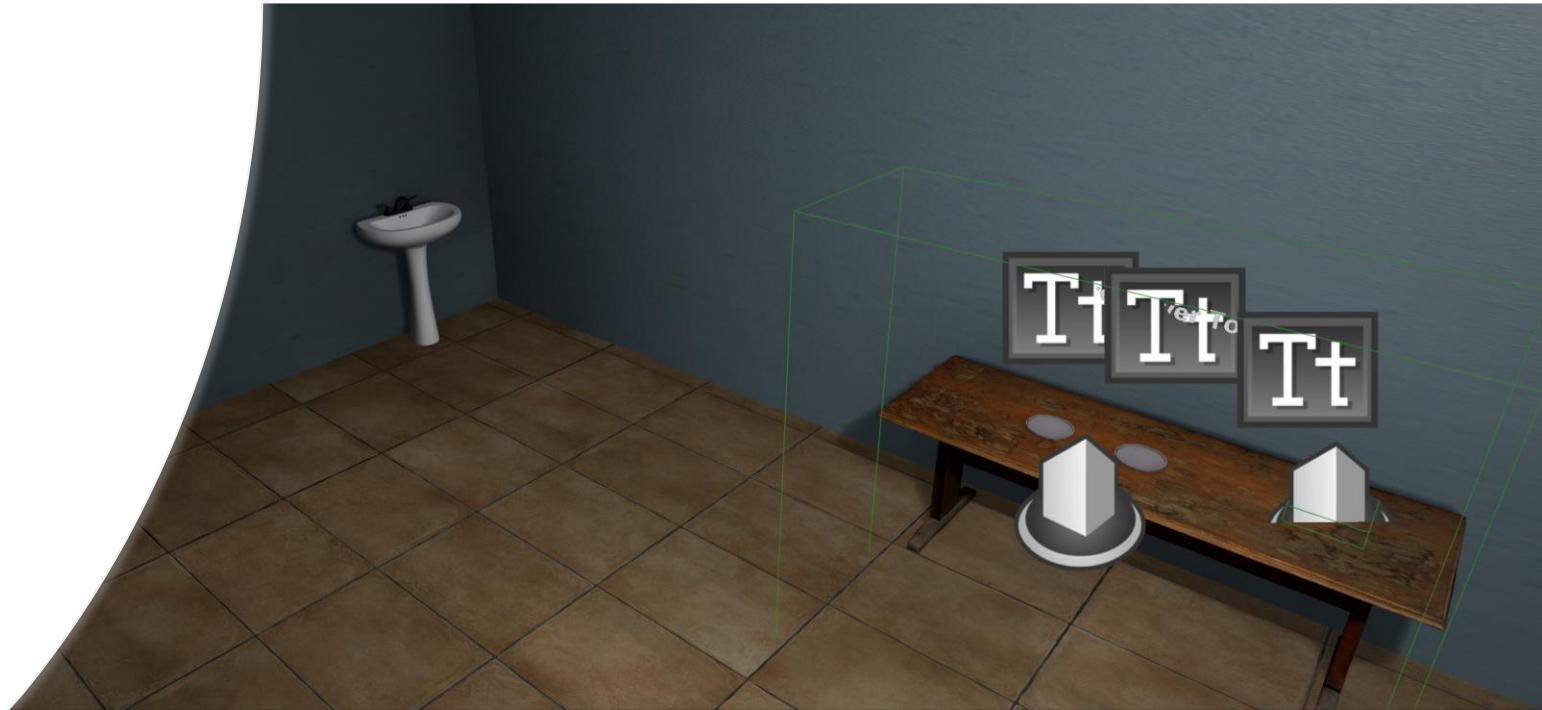



If possible, we can convey the sense of "dirtiness" with visible germs on their hands
Player is told to go the sink and wash their hands since they are "dirty" now
The user is instructed to wash their hands for a certain amount of time
Here the duration of washing your hands is the means of conveying one of OCD symptoms. This could be done by either having a timer, or if we go with the germs approach, by long they take to go away
Here we can start introducing another symptom of OCD by the user check the locks as many time as we want.
User is told to go check if the door / window is locked
User is tasked to go back to the table and set another part of the table
Here we can start introducing another symptom of OCD by having the fork/spoon/knife and table take a couple of time to get set correctly
Having no explanations of why the user is being told to do these "randomly" tedious tasks cements the goal of having a normal everyday task take longer than usual and be off putting
User keeps getting tasked to do a combination of all the previous actions
Interactive part of the experience ends
This introduces the opportunity to repeat this how many times we want making the whole experience more off setting.
The End
Experience Ends
User gets to the "infographic" part
Here the user gets to know why they did all what they were tasked to do and how this all connects to symptoms of OCD

Prototype 1

- Basic Functionalities
- Barebone Progression Tracking System (Action Systems)
- Text Boxes
- Preliminary and Basic Textures and Graphics

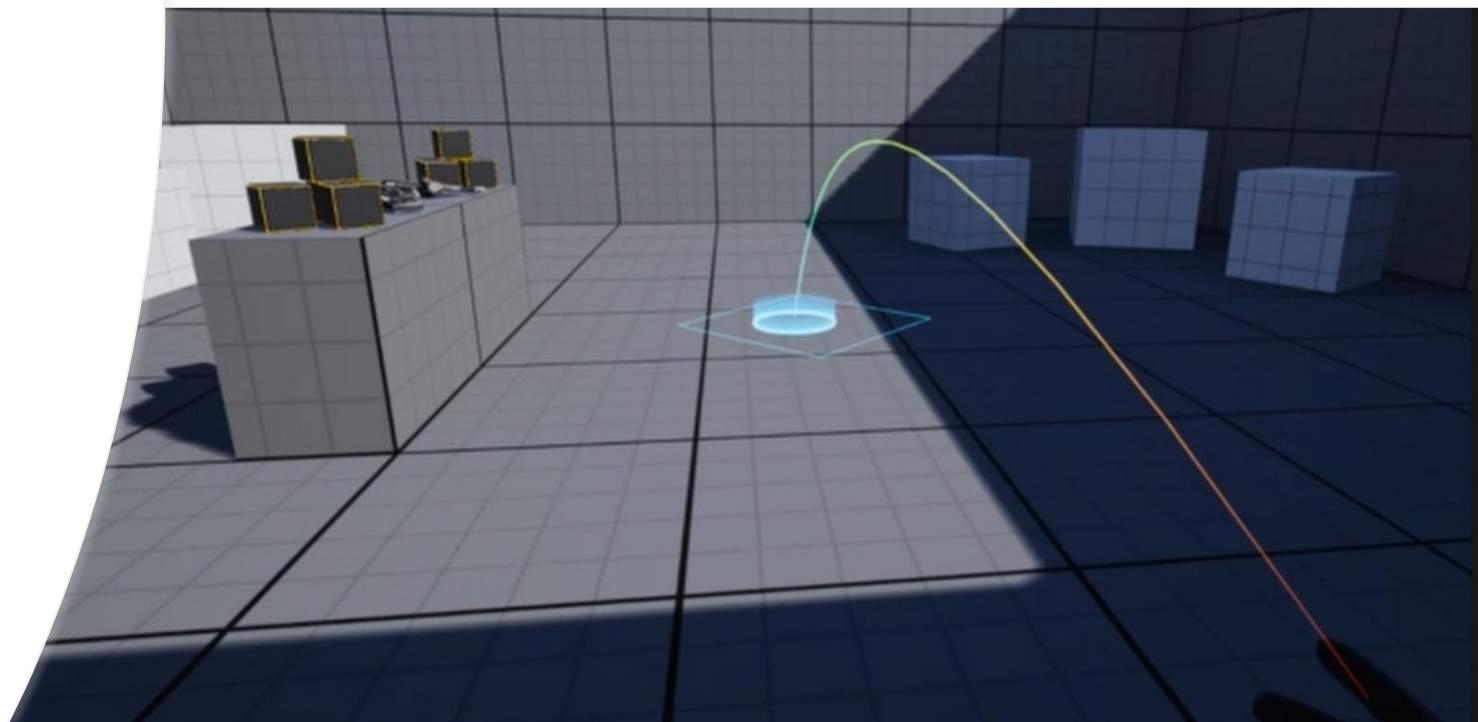


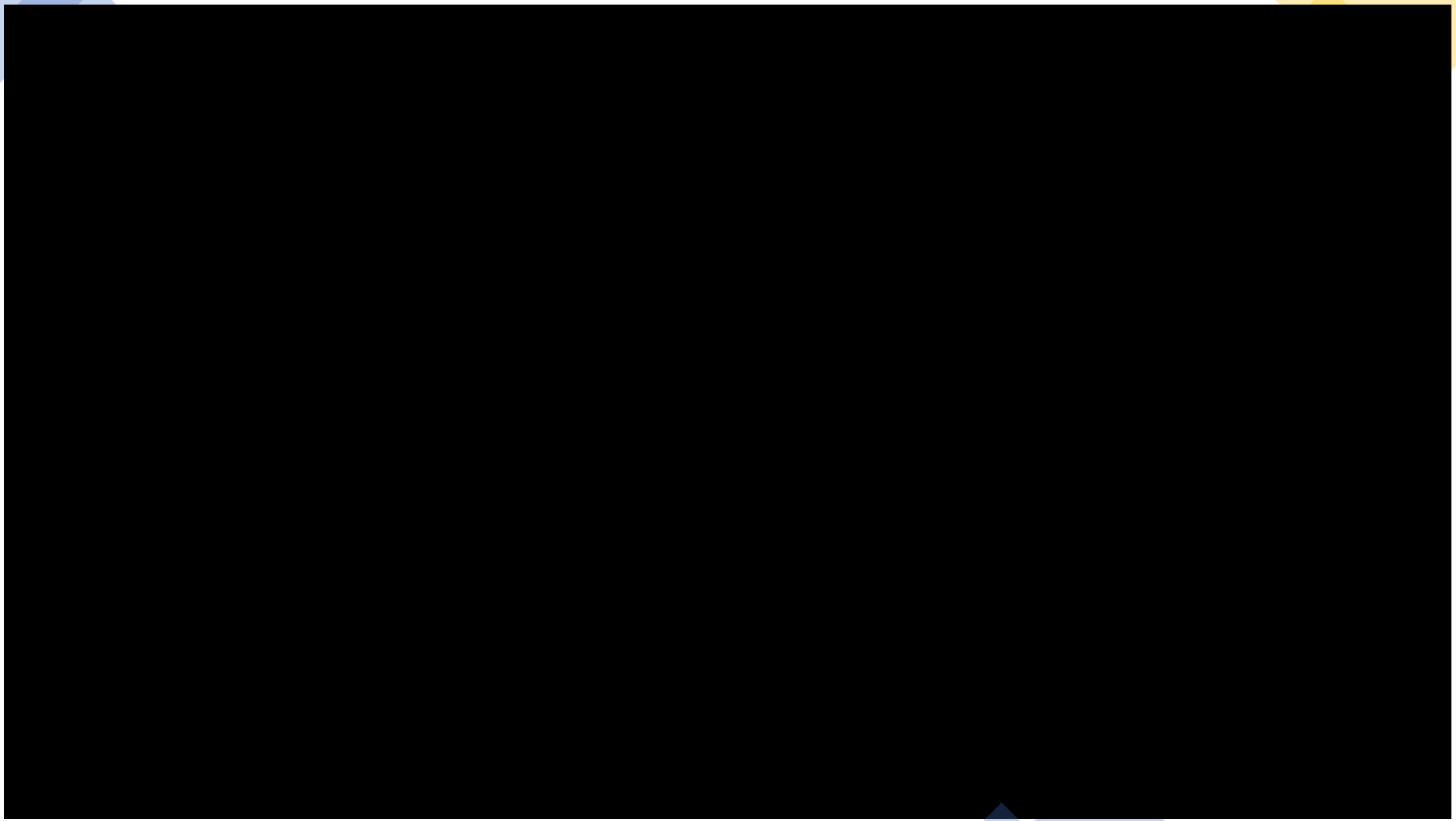


Testing

- https://youtu.be/FJByJ7XsqZk

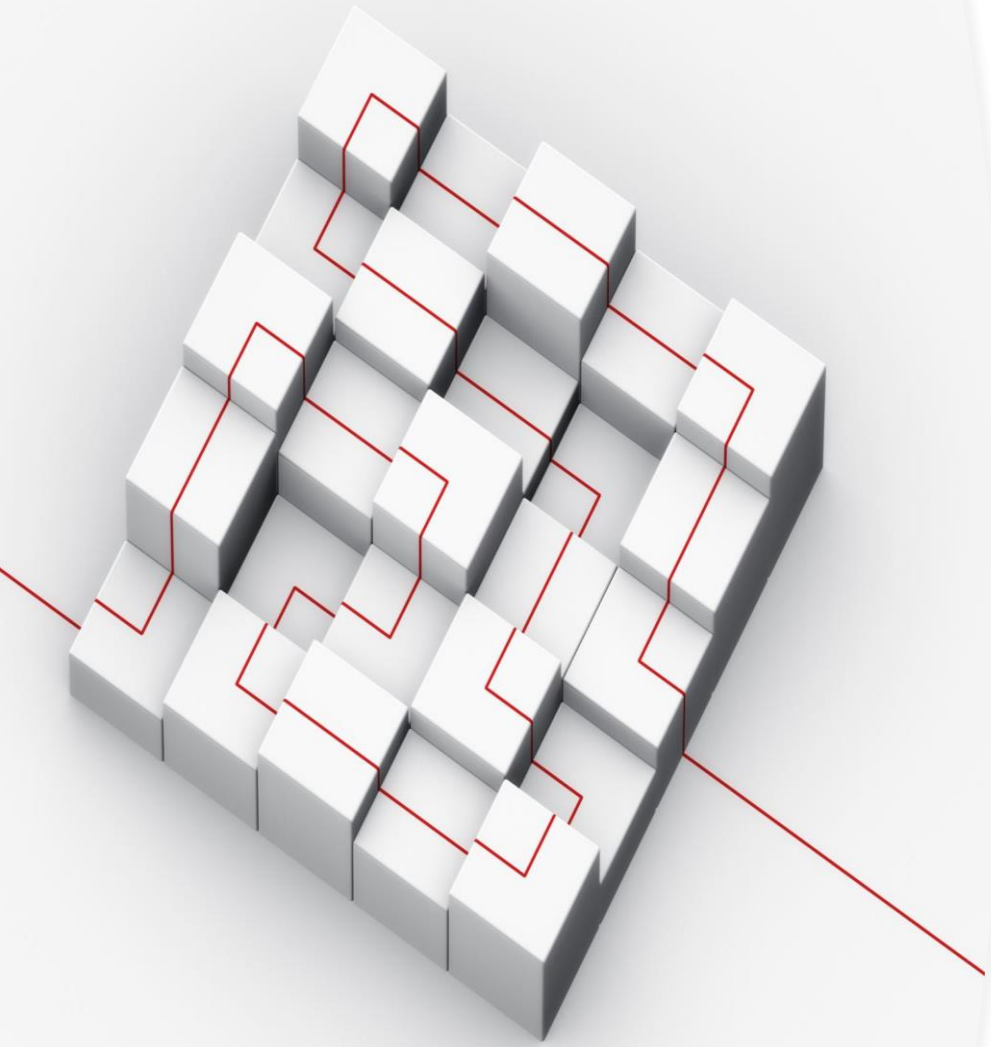
(Link in case next slide doesn’t work)





Results – Comparing Against Target Specifications

Metric #	Metric	Units	Marginal Values	Ideal Value	Prototype 1 Values
1	Simulation Length	s	<5:00	3:00	N/A
2	Amount of people that respond with empathy	%	>75%	100%	N/A
3	The frames per second performance optimization	FPS (Frames per second)	>30	>60	60
4	Accuracy to real experiences	Scale (1-5)	>4	5	4
5	Amount of people able to use the experience with little to no instruction	%	80%	100%	N/A
6	Coherence and quality of story	Scale (1-5)	>3	5	4
7	Number of interactive events	#	>3	>5*	5
8	Theme appropriate to students	Scale (1-5)	>3	5	4



Client Meet 3 Plan & Next Steps

- Tackle the technical aspects of the interactions in the storyboard (Specific details).
- Focus on the Infographic Part at the end of the experience.
- Showcase a demonstration of the project so far.
- Continue the development of the software, more specifically, the implementation of the tasks and infographic.

Any Questions?

Thanks for Listening!

Additional Slides

Additional Target Specifications for Prototype 1

Metric #	Metric	Units	Marginal Values	Ideal Value	Prototype 1 Values
1	Effectiveness of Basic Functionalities	Scale (1-5)	>4	5	5
2	Effectiveness of Progression Tracking System	Scale (1-5)	>=3	5	3
3	Effectiveness of Text Boxes	Scale (1-5)	>=4	5	4
4	Effectiveness of Preliminary Textures and Models	Scale (1-5)	>=3	5	3