Survive

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DES 350
Creative Coding

Project statement:

An exploration of tents through a community in a virtual reality project that aims to educate people about homelessness through an immersive experience. Homelessness has always been an issue in society and educating people with why it still exists is relevant to how we can lessen it by spreading awareness. There's no doubt that this is a social issue because every human being deserves to live in a secure and comfortable home, not left on the streets to die. This experience is a recreation of a community that educates how individuals living in poverty can impact their daily lives because they don't have the necessities that are needed to be in a healthy state. This virtual reality experience will help give participants a better understanding of homelessness within their own city of Chicago.

Interactions:

The participant is placed inside a tent to mimic an individual who is experiencing the hardships of being homeless in the Chicagoland area. In the process of walking through the area, the types are laid out and they are able to be picked up or intersect when pushing the arrow key down. The typefaces that are shown around the area are phrases or words that homeless individuals say or hear, that will haunt users through the heartbreaking things they encounter out on the streets. While participants are walking through all of this, audio of different street sounds will be triggered. As the participants encounter the tents, audio of interviews from different individuals who have or still are experiencing homelessness will play. Interviews from individuals who are from different age groups demonstrate that homelessness can happen to anyone disregarding their socio-economic status. This is a journey that will help participants understand and empathize with an ongoing issue in Chicago that needs to be addressed and more awareness on.

Acknowledgement:

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