

# 28/31

TITLE CAME FROM THE STATISTIC OF THE MAX AMOUNT OF STUDENT PER CLASSROOM SHOULD BE 28 AND NO MORE THEN 31

VIRTUAL REALITY PROJECT IN UNITY EMULATING THE EMOTIONAL FEELING OF BEING IN AN OVERCROWDED CHICAGO PUBLIC SCHOOL



## PROBLEM

THOUSANDS OF CHILDREN ATTEND UNDERFUNDED CHICAGO PUBLIC SCHOOLS THAT ARE OVERCROWDED AND OVERALL NOT A GREAT LEARNING SPACE



## SOLUTION

FOCUSED ON REORGANIZING CLASSROOMS AND UTILIZING ALL ASPECTS OF EVEN THE SMALLEST OF CLASSROOMS. MIRRORING THE PERSPECTIVE OF A CHILD, THE PLAYER NAVIGATED THE EXPERIENCE OF BEING IN AN OVERCROWDED CPS CLASSROOM THROUGH VR

## VR PROJECT COMPONENTS



### 1 CROWDED CLASSROOM (PROBLEM)

THE CLASSROOM ENVIORNMENT THAT WAS CREATED TO REPRESENT HOW IT FEELS TO BE IN A CHICAGO PUBLIC SCHOOL CROWDED CLASSROOM.

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### IMPROVED CLASSROOM (SOLUTION)

OUR IMPROVED CLASSROOM SHOWCASES A ROOM THAT HAD BEEN REGORGANIZE TO FIT THE SAME AMOUNT OF STUDENTS AS THE LAST ONE BUT MAKE IT MUCH MORE COMFTFRABLE FORSTUDENTS TO ACTUALLY BE ABLE TO GET A PROPER EDUCATION.



# DESIGN PROCESS

## IDENTIFY THE PROBLEM

WE BRAINSTORMED A FEW IDEAS FOR DIFFERENT UNITED NATIONS SUSTAINABLE DEVELOPMENT GOALS AND ULTIMATELY WENT WITH THE ONE THAT WE BELIEVED WE HAVE THE MOST KNOWLEDGE AND FIRST-HAND EXPERIENCE WITH WHICH WAS QUALITY EDUCATION

## RESEARCH

WE CONDUCTED OUR RESEARCH FIRSTLY BY READING CHICAGO ARTICLES ON THE SITUATION TO BETTER UNDERSTAND THE PROBLEM. WE THEN SPOKE TO CLASSMATES TO LEARN ABOUT THEIR EXPERIENCES IN ATTENDING CPS SCHOOLS AND ALSO GET VISUAL IDEAS FROM THEIR DESCRIPTION OF THE ENVIRONMENTS THEY LEARNED IN.

## STORYBOARD SKETCH

WE SKETCHED OUT MULTIPLE DIFFERENT IDEAS OF STORYBOARDS UNTIL WE GOT ONE THAT WE BELIEVED THE BEST SHOWCASE NOT ONLY A POSSIBLE SOLUTION TO THIS PROBLEM BUT ALSO A VISUAL REPRESENTATION OF WHAT IT'S LIKE TO LEARN IN SUCH ENVIRONMENT

## IMPLEMENT

WE LEARNED HOW TO USE PROGRAMS SUCH AS MAYA, UNITY, AND AUDACITY IN ORDER TO BRING OUR SKETCHES AND IDEAS TO LIFE IN A 3D ENVIRONMENT. WE USED C# SCRIPTS TO ADD INTERACTIVITY TO OUR CLASSROOMS AND MAYA TO ALL 3D TYPOGRAPHY TO INFORM THE VIEWER FURTHER ABOUT THE SITUATION

## TEST

WE TESTED OUR 3D ENVIRONMENT AND EXPERIENCED IT FIRSTHAND USING THE CAVE2 TWICE. THIS ALLOWED US TO SPOT ANY MISTAKES WE WOULDN'T HAVE SEEN IN UNITY AS WELL AS SEE THINGS WE CAN IMPROVE, ESPECIALLY SIZING AND LIGHTING

## FINAL

AFTER MAKING FINAL IMPROVEMENTS TO OUR ENVIRONMENT, WE WERE ABLE TO PRESENT AND ALLOW OTHERS TO TRY OUR PROJECT AND EXPERIENCE THE OVERCROWDED CLASSROOM AND OUR SOLUTION FIRST HAND