UNIVERSITY OF
ILLINOIS CHICAGO
College of Architecture,
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UNWANTED

PROBLEM

Bullying is a global issue. How can schools create a safe environment for their students and prevent bullying?

SUSTAINABLE GOAL

Quality Education

KEY COMPONENTS

● Give the participant an immersive real campus environment.

● Show the participant the injury faced by the victim through Virtual Reality.

● Give the participant an **immersive experience in** the reporting process, so that they'll be able to understand the significance of anonymous reporting apps.

SOLUTION

Schools globally can create an app built into their specific school systems where students can anonymously report bullying.
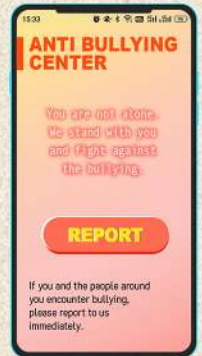
DESIGN PROCESS

❶ Bullying as a global issue.

❷ Created storyboard illustrations.

❸ Bringing idea to virtual reality. With the use of Illustrator, Maya, and Unity.

❹ Making the environment, interactions, audio, and coding.

❺ CAVE 2 testing
Final presentation