

TRAJECTORY



PROJECT STATEMENT

Diversity in the workplace has been a slow process in rectifying many areas, from recruiting, to hiring, to promoting individuals of color. Many studies suggest that diverse organizations are 1.7x more innovative than their lesser diverse counterparts. Diversity is a benefit to both social and economic morale because it promotes better social cohesion and a more substantial social support network. TRAJECTORY intends to educate the user, utilizing a virtual experience, about the importance of diversity within a workplace and its positive impact on society. This virtual experience will guide participants to better understand the struggles individuals of color have and how they navigate within a workplace.

INTERACTIONS

The user is placed in a void with one predetermined exit, labeled with the word "LEAVE" symbolizing the overused phrase "If you don't like it here, then leave." In the process of walking along the path, the user will encounter various obstacles and negative terms which will symbolize the sorts of discrimination one may face in the workplace. These paths will be black in color to indicate that the user is encountering an area of difficulty. While participants navigate along the path, audio will be triggered by the negative words or phrases. The audio played will not only reflect the obstacle that the user has come across but will also give them that feel of a setback. This journey will help users understand and empathize on

ongoing issues with diversity within workplaces and the need to address such issues within our society.

MICROAGGRESSIONS: As we know are constant/subtle discrimination one may face in a workplace. To symbolize this, we placed the word 'MICROAGGRESSION' numerous times along the path. They are placed in such a fashion where the user must be able to dodge and duck to continue down the path.



ISOLATION: Isolation in the workplace can simply refer to the lack of inclusivity. To symbolize this, the user walks down a path to nothing and sees nothing around them aside from the words 'ISOLATION.' This is meant to instill them with the feeling of loneliness.



PAY GAP: We all know the presence of pay gaps is alive and well workplaces across the nation. Whether it be by gender or race. To symbolize this, we've placed the words 'PAY GAP' as a part of the path. As the user walks over it, the words begin to fall.



DENIED: Promotions can be denied for any reason, but a lot of times it can be attributed to discrimination (such as due to a disability). To symbolize this, along the path we've given the user the feeling of positivity with the words 'PROMOTION.' However, little does the user know the slightly farther down this path is the word 'DENIED' ready to stomp them off the path.



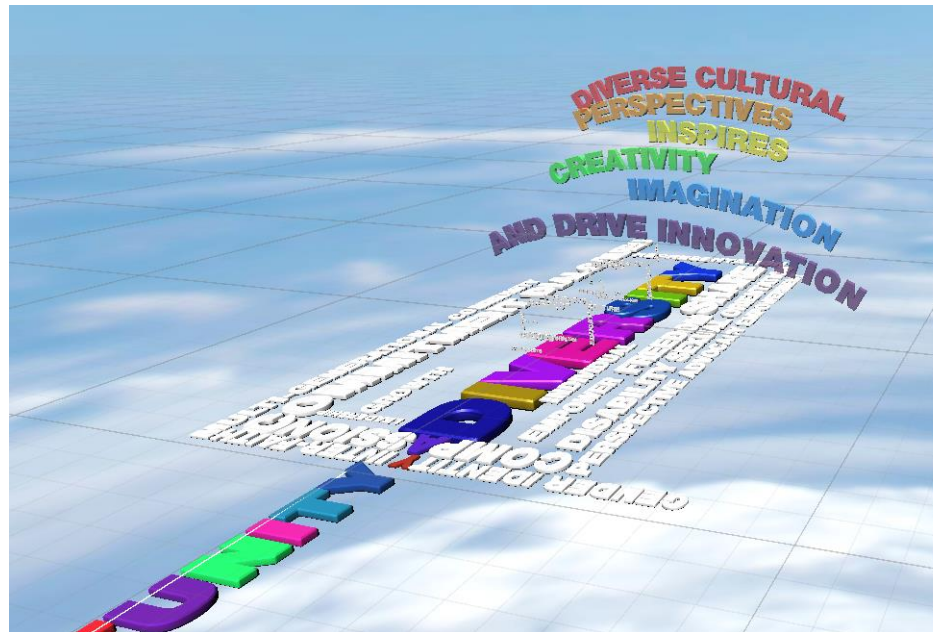
GLASS CEILING: The glass ceiling is essentially a metaphor referring to the existence of an invisible barrier certain groups cannot find their way over. To symbolize this, we've placed the words 'GLASS CEILING' above the user's head along the path. As the user traverses that path, the words will eventually fall and shatter upon them.



DISCRIMINATION: At the end of the entire path are various words that may be sources of discrimination in the workplace. These words will quickly move back and forth along the path, and if the user gets in the way of one, they will be knocked down into the void beneath them. If they clear these words, they will make way to the end.



THE END: The end is supposed to symbolize that the user was able to overcome/persevere through the shortcomings of the workplace and have now instead found themselves in a place where they feel comfortable and positive.



COLLABORATION

Our group worked seamlessly over the duration of the entire semester. We broke the work down together which proved to be beneficial in the long run. Emily helped with the overall design of the end scene and provided valuable ideas for interactions, Sebastian created and managed the overall design of the path and created the phenomenal text in which our entire path is made up of, and Humza focused strictly on bringing the path to life through creative coding as he created C# scripts for all interactions along the path. We are very proud of how TRAJECTORY turned out and are pleased to have had worked with each other this semester.

ACKNOWLEDGEMENT

We would like to sign off by giving a huge thanks to our instructors: Andy Johnson, Daria Tsoupikova, and Jeff Nyhoff. Our group is thankful for all the support they've given us throughout the semester. It's been a pleasure to have been a part of this class this semester and we're grateful for all that we've come away with.