

Word Search

Alexandra Spiroff

University of Illinois at Chicago
College of Architecture, Design
and the Arts - Graphic Design
aspiro2@uic.edu

Aloysius Paredas

University of Illinois at Chicago
College of Engineering
Computer Science
aloysius.paredas@gmail.com

Joshua Kim

University of Illinois at Chicago
College of Engineering
Computer Science
jkim540@uic.edu

Steen Haugsted

University of Illinois at Chicago
College of Architecture, Design
and the Arts - Graphic Design
shaugs2@uic.edu

<https://github.com/AloysiusParedas/Synthetic-Phonics-in-VR/>



Team 5's project "Word Search" is an interactive learning environment where students facilitate the learning process of reading. We can accomplish this through interaction with three-dimensional typography, audio responses, and simple reactive animations. By allowing students to first read the word, we give them time to comprehend its meaning, all the while maintaining their interest as they explore a pastoral landscape with interesting objects and typography.

We as a group have done research into the best processes and methods of teaching and have opted to implement Synthetic Phonics, a method where students can learn to read by first learning the way letters/groups of letters sound. Our interactive component will allow students to interact with a letterform and hear how it sounds. Once the word has been read, the 3D type will morph into an object that represents the word the student has just read. This will provide a greater cognitive understanding of these simple words and create a visual representation for the students. Our representative image shows the title of our environment and by interacting with the title we can hear the narrator's voice on what the project is and what steps to take in order to complete it. The other images are examples of words and objects that the user goes through such as the words flower and ball. After the user has pronounced the word, he/she must interact with it in order to hear the narrator pronounce it and reveal a clue to the next upcoming word.



Alexandra Spiroff

University of Illinois at Chicago
College of Architecture, Design
and the Arts - Graphic Design
aspiro2@uic.edu

Aloysius Paredas

University of Illinois at Chicago
College of Engineering
Computer Science
aloysius.paredas@gmail.com

Joshua Kim

University of Illinois at Chicago
College of Engineering
Computer Science
jkim540@uic.edu

Steen Haugsted

University of Illinois at Chicago
College of Architecture, Design
and the Arts - Graphic Design
shaugs2@uic.edu

<https://github.com/AloysiusParedas/Synthetic-Phonics-in-VR/>

We know that learning to read is often difficult and can be considered a boring subject by young students so the purpose of our project is to create a space that feels lively, happy, and game-like, all the while using visuals and interactivity to engage students in the process of learning how to read. Overall we seek to teach elementary reading through synthetic phonics, engage young students to learn, and to make a space that an entire classroom of young students can learn from simultaneously without explicit instructions/guidance of a teacher.

As a team, we worked together to split tasks evenly according to our background knowledge and skills. Aloysius handled all the scripts (written in C#) for the object movements/effects, the scripts for interaction, and combining the objects with the terrain & audio. Joshua also helped with the audio implementation and created the unity terrain. Alexandra designed the typographic elements, while Steen designed the three-dimensional models used. Lastly, Alexandra and Steen also collaborated in creating and editing the audio elements used for the voice in the virtual reality.