

PROJECT PROPOSAL

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Team J

PROBLEM SPACE

→ Problem:

Risk of stroke or damage to the cardiovascular system when playing immersive video games or watching horror movies

→ Target population:

People with heart disease risk or high blood pressure

INTERVENTION & FUNCTIONS

→ Addressing the problem:

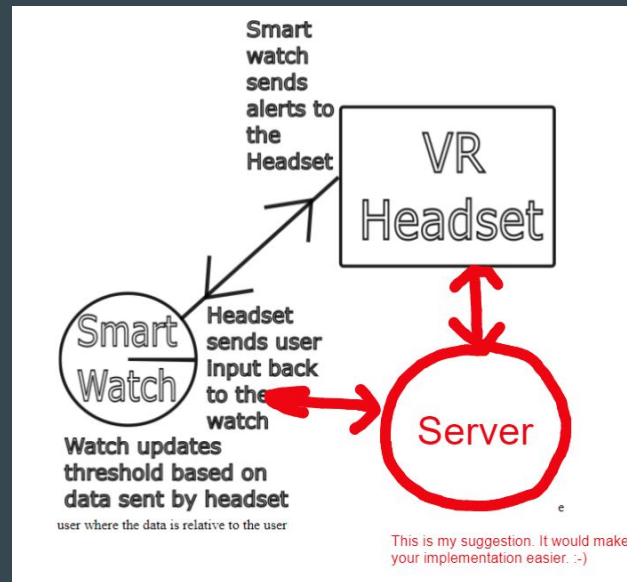
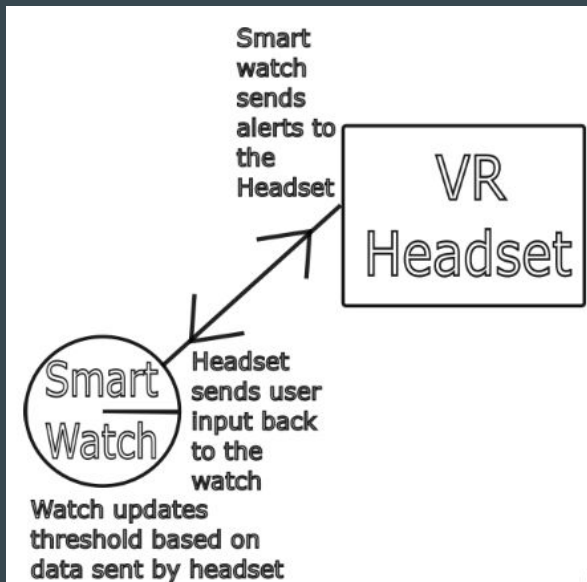
1. Track heart rate.
2. Send a warning message based on the perceived heart rate.
3. Modify the threshold depending on the user's response to the warning message.

DEVICES & ARCHITECTURE

→ Devices:

Oculus Quest Pro & Samsung Watch

→ Architecture:



TIMELINE & MILESTONES

Week	Features
1	Heart rate monitoring on the watch and sending data packets via Bluetooth*
2	Receiving data packets on Oculus
3	Create alerts on Oculus based on received data overwriting the current output stream on Oculus
4	Implement Q learning either on the watch or on Oculus but not both to update the threshold
Extra	Enable the passthrough feature and play soothing music when the user acknowledges the alert