

# TamaDolphin

**A project with two different technologies, but one scope.**

Advance User Interface 2018-2019  
Group 13 – Tangible VR

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## WHAT IS TAMADOLPHIN?:

- An interactive game realized for NDD children that aims to stimulate the communication.
- A new way to educate the children with innovative technologies (Virtual Reality and Smart Objects).

## WHY IS SO IMPORTANT?

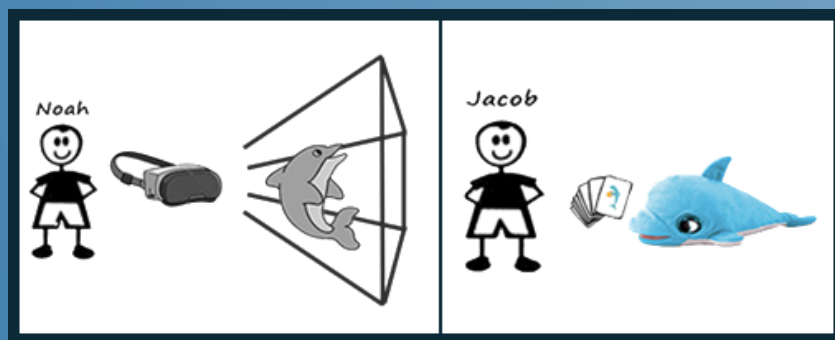
- There is need to help the NDD children relate to the society.
- The context lacks of custom-designed solutions, and our project helps these children to discuss and solve common problems.

## HOW DID WE RESOLVE THIS PROBLEM?

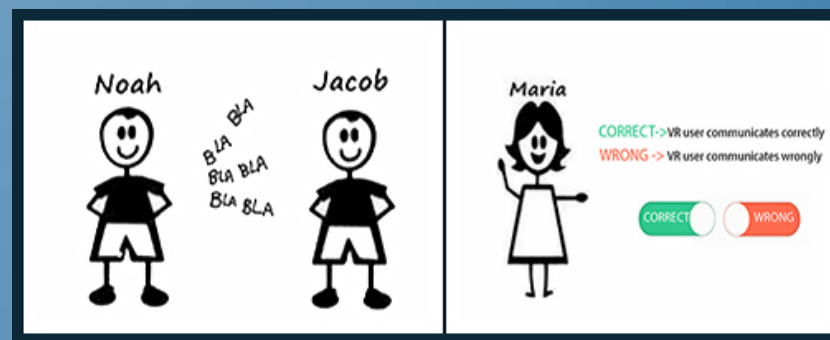
- With a tangible-VR game between two children collaborating together to achieve the same goal in two different ways.

# HOW DID WE DESIGNED TAMADOLPHIN?

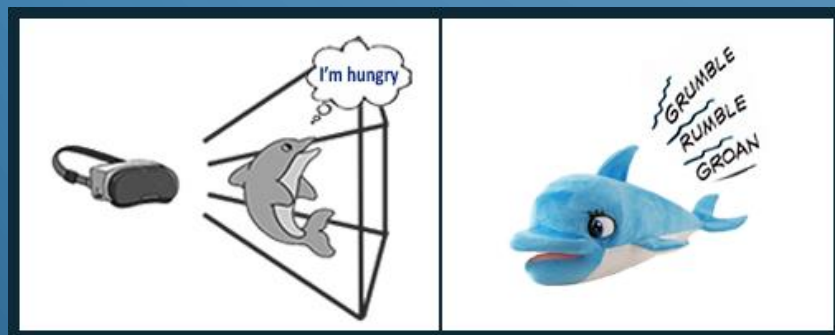
- One child will use the viewer and the other the smart object.



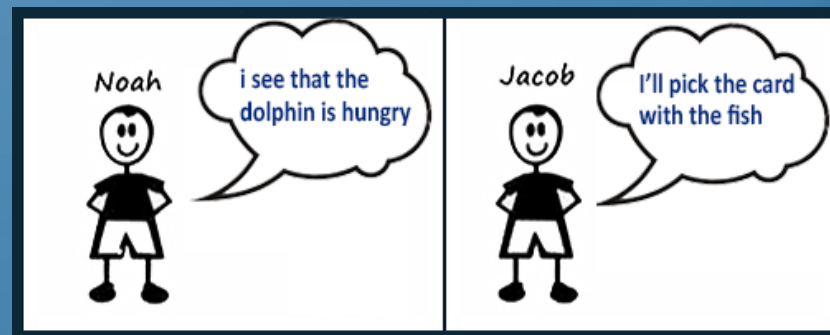
- The communication is between two children, and a therapist will supervise the proposed activity.



- We present the same need for the dolphin in different ways depending on the technology used.



- The two children should collaborate together to solve the dolphin's need.



# WE MANAGE DIFFERENT OUTCOME

VR comunication	Card Used	Feedback
Correct	Correct	Positive
Correct	Wrong	Question Mark
Wrong	Correct	Question Mark
Wrong	Wrong	Negative

