

1st - Nicholas Paolucci

Skills and Experience: Art, Research (Good at finding relevant information), Some coding experience

Chosen For: He wanted to do it first, first month is research heavy

2nd - Maija Kinnunen

Skills and Experience: Art, Prior experience with VR, Some coding experience

Chosen For: Likes figuring out how things work, second month experiment heavy

3rd - Cydney-Wade Drennan

Skills and Experience: Art, Prior experience with VR, Coding

Chosen For: Has a clear idea of what the prototype should look like, best for getting prototype together