

KIT-VR_and_accessibility

Thesis Description

Master Thesis _ Exploring the Potential of Virtual Reality to Prompt Reflection on Access Barriers: A Case Study of the KIT Campus

Useful Information and links

Student email: ukuae@student.kit.edu

! Interviews recordings and transcriptions are not uploaded online !

! Thesis Template with structure shared with overleaf through KIT organization !

KIT Shared folder

<https://bwsyncandshare.kit.edu/s/22NGMgXygN8aWsG>

GitHub:

Fabi-svg/KIT-VR_and_accessibility --> Material for Master thesis on architectural barriers for disability through VR simulation

Fabi-svg/KIT-Unity_3D_Project --> Unity project containing the 3D scene of the simulation with a traditional first person player

Structure

- Introduction
- Background
 - Accessibility Laws
 - Virtual Reality Simulations for Accessibility
 - Reflection, Juiciness and Gamification Principles
- Design Requirements
 - Environment Choice
 - Cafeteria Screening and Literature Review
 - Expert Interviews
 - Design Requirements
- Development Prototype 1
 - General Design
 - Environment
 - Objects and people
 - Barriers Identification and Interaction mechanisms
- Development Prototype 2

- Barriers Identification and Interaction mechanisms
- Evaluation
 - User Tests and Interviews
 - Results
- Discussion
 - Answers to RQs
- Conclusion
 - Summary
 - Limitations
 - Future work
- Bibliography