

Project: Trajectory - A Virtual Experience for Diversity and Inclusion Awareness

In recent times, the quest for diversity in the workplace has revealed significant gaps across various dimensions, spanning recruitment, hiring, and the progression of individuals from diverse backgrounds. Studies consistently show that organizations with diverse teams demonstrate 1.7 times greater innovation compared to their less diverse counterparts. Beyond fostering innovation, diversity bolsters both social cohesion and economic well-being by cultivating more robust social support networks.

In the context of addressing these challenges, "Trajectory" emerges as an immersive educational tool that harnesses the power of virtual experience to illuminate the critical significance of workplace diversity and its profound societal impact. This virtual journey endeavors to guide participants towards an enlightened comprehension of the adversities faced by individuals of color within professional settings.

Upon embarking on this experience, users find themselves in a metaphorical void, confronted by a single path marked with the word "LEAVE", a stark reminder of the dismissive phrase "If you don't like it here, then leave." As participants traverse this path, they encounter an array of symbolic obstacles and negative terminologies, meticulously crafted to emulate the kinds of discrimination prevalent in workplace environments. These challenges, depicted along a black path to denote difficulty, include representations of microaggressions, the elusive glass ceiling, isolation, and the pervasive rejection fueled by one's identity.

Augmenting this visual narrative, auditory cues synchronize with encountered obstacles, deepening the sense of setback associated with each challenge. These auditory triggers not only emphasize the specific adversity but also evoke a palpable sense of setback, enhancing participants' immersion into the experience.

The culmination of this journey presents a powerful epilogue, an environment that stands as a counterpoint to the initial struggles. In this utopian space, acceptance supersedes discrimination, symbolizing the potential transformation achieved through resilience and perseverance.

My role in the project centered on designing the various obstacles along this transformative trajectory. I undertook extensive research into workplace diversity issues, crafting interactive symbolic representations that resonate with participants. Additionally, I contributed to the overarching design of the project, guiding its visual and conceptual coherence. In parallel, I ventured into previously uncharted territory, learning the ropes of virtual reality and 3D game development within Unity, a rewarding endeavor that expanded my skill set. This project not only enriched my proficiency but also deepened my understanding of industry-grade game development techniques, acquired through the immersive course that incubated this remarkable journey.

"Trajectory" is more than an interactive experience, it is a conduit for empathy, a catalyst for change, and a testament to the power of immersive storytelling in reshaping perspectives.