

Internship Task 4 - AR/VR Interface Design

Virtual Study Room Interface

Introduction

This prototype presents a user interface for a Virtual Study Room designed for AR/VR platforms.

It supports an immersive and intuitive study experience using gesture-based controls, focus-enhancing tools, and interactive elements.

Prototype Screens Overview

- Home Screen: Entry point with simple navigation into the virtual study environment.
- Virtual Room: A simulated study space with calming ambient visuals and AR/VR immersion.
- Task/Timer Panel: Integrated Pomodoro timer and to-do list to aid time and task management.
- Interactive Board: A multifunctional space for digital whiteboarding, sticky notes, and file previews.

Key Features

- Gesture-based navigation for touch-free control
- Focus mode using minimal design and Pomodoro integration
- Interactive tools: Sticky notes, whiteboards, and embedded file viewer
- Voice input support (for future implementation)

Conclusion

This AR/VR interface fulfills the core objectives of Internship Task 4, offering a focused, intuitive, and immersive learning experience.

The design demonstrates principles of usability, interaction in virtual environments, and user-centered functionality tailored for productivity in virtual study spaces.