



**BYTEME**  
Representing  
**EMPATHIA**

TEAM NUMBER: 27  
PROBLEM STATEMENT CODE: DSMN2

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# "Empathia" - An Immersive Empathy & Inclusion Simulator

## Core Concept & Value Proposition

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Empathia is a next-generation learning platform that uses immersive AR and AI-powered simulations to bridge the empathy and awareness gap in the workplace.

Instead of passively watching videos or reading case studies, employees become different characters in nuanced workplace scenarios.

# Key Features

## Immersive Scenario Library

A curated collection of interactive AR scenarios covering subtle microaggressions .

## Real-Time AI-Powered Feedback & Analytics:

An integrated AI "Inclusion Coach" analyzes user decisions and body language. Provides immediate, non-judgmental feedback, tracks metrics like engagement, decision patterns to measure emotional impact.

# More Key Features

## Structured Reflection Engine:

Post-simulation, users are guided through a series of reflective prompts to cement learning:  
"How did it feel when your authority was questioned based on your gender/age?"

## Personalized Learning Pathways:

Leverages initial surveys and in-platform performance to recommend specific scenarios (e.g., "bias in delegation, "microaggressions in remote work").

# Tools:

## Prototyping & Interaction (The Core Demo)

Tool: Figma

Why use it: This is the most versatile tool for this project. We can design realistic-looking screens and, most importantly, create clickable interactions between them. We use this to embed images, text, buttons, and even video elements.

## Asset Creation (Visuals)

Tool: Canva

Why use it: To quickly create professional-looking visuals. To design a logo, consistent character avatars, and stylized feedback screens.

# KEY POINTS

1

## Non-VR Prototype

Instead of building a complex VR app, create an interactive, clickable prototype. This is faster and allows us to focus on the narrative and feedback mechanics, which are the soul of our solution.

2

## Simulated "AI Feedback" System

The feedback will be pre-scripted, not AI-generated, but it will be triggered based on the user's choices, mimicking a real AI system.

# Framework

3

A Single, Powerful Scenario: Focus on one type of aspect at a time for example microaggression, hiring bias and psychological safety. We'll use "The Interrupter" (a common meeting dynamic where a person's ideas are consistently spoken over and credited to someone else) thus forcing the user to think more deeply and with more awareness thus developing a more considerate mindset and emotional intelligence.