# Hall for Graduation Exhibition

[SWE3002-41]

Introduction to Software Engineering

#### Team 9

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## Overview

Background of the project

01



## Difficulty of Graduation Exhibition due to COVID-19

#### Summary

Because of global pandemic of COVID-19, We cannot meet and interact each other on school. This is also on graduation exhibition. Graduation exhibition is one of the biggest event on campus life, so we thought that "What if we can open exhibition on metaverse world?".



## Goals

Final Goal and Detailed Goals of the project





## Make an Exhibition Hall for Graduation In Metaverse Platform - VRChat



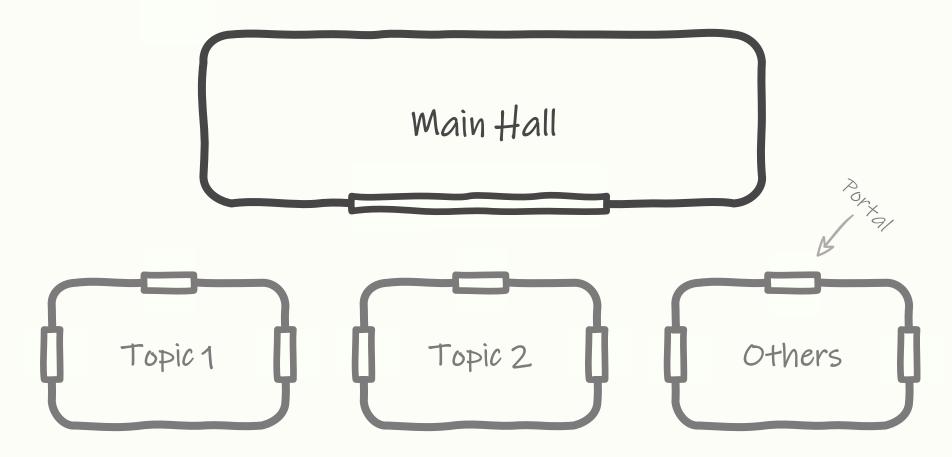


- Undergraduate students register their work
- Guests can write memo on Guest Book
- Guests can give feedback to students' works
- Students can present their work online

### Methods

World Design, Technologies, and Tools





- When users enter, they spawn in the main hall.
- Users can move to other rooms by portals.



- Collecting user's information
- Giving permission for registering graduation work/paper



- Logging system that allows visitors to leave a public comment
- Visualizing the guest book



- Recommendation system such as Like it!, Interesting!, and Amazing!
- Comment system for QnA with researcher



- Upload PDF
- Magnify the poster when clicking it



- Set-up YouTube link
- Play the video when clicking the play button

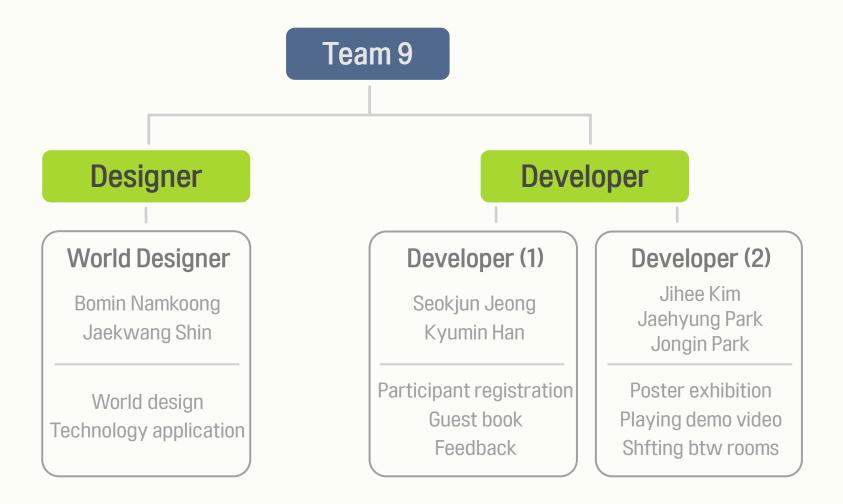


- Shifting between rooms
- Move to other projects

#### Team & Schedule

Team Formation and Schedule of the Project

04



	Contents		Timeline										
#			9/27~ 10/3	10/4~ 10/10	10/11~ 10/17	10/18~ 10/24	10/25~ 10/31	11/1~ 11/7	11/8~ 11/14	11/15~ 11/21	11/22~ 11/28	11/29~ 12/5	12/6~ 12/10
1	Requirement Specification												
2	World Design												
3	Implementation	Features (Components)											
4		Integration											
5	Code Review												
6	Testing												
7	Prepare Final Presentation												

### Thank you!

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