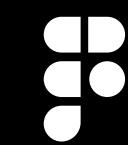


# VR Beerpong

Group A



'BEER PONG  
PARTY GAME





**Julian Ambacher**

**Model Designer**



**Julian Ambacher**

Model Designer



**Mami Maral**

Developer



**Julian Ambacher**

Model Designer



**Mami Maral**

Developer



**Anand Gaurav**

Developer

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# **The physical concepts not being understood by students**

**Teaching physical  
concepts**

**With Interactive  
Approach**

**By making it Fun  
to learn**

**Learn by your  
mistakes**

**Discuss with your  
friends**

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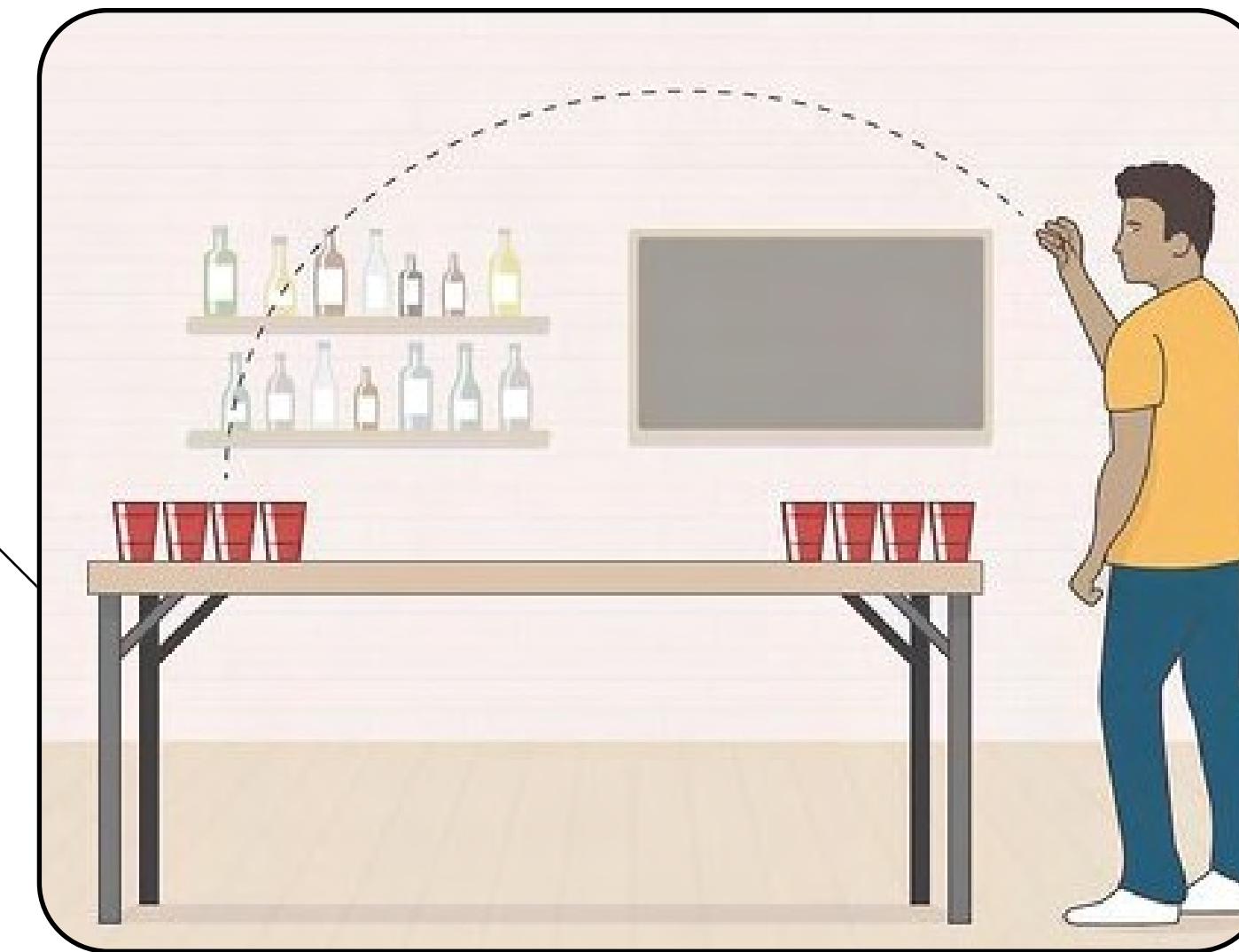
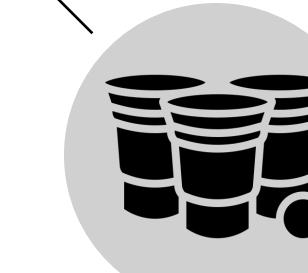
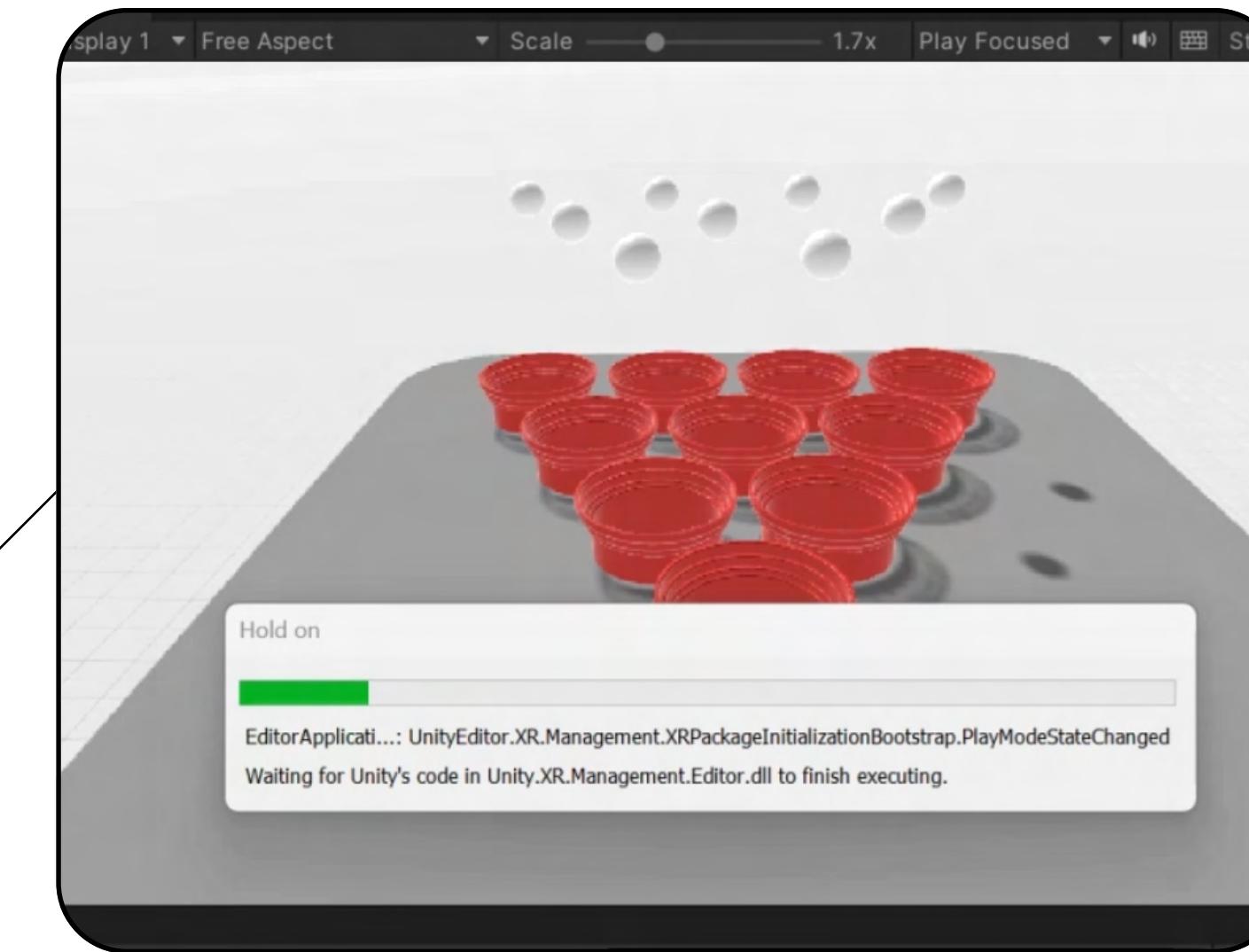
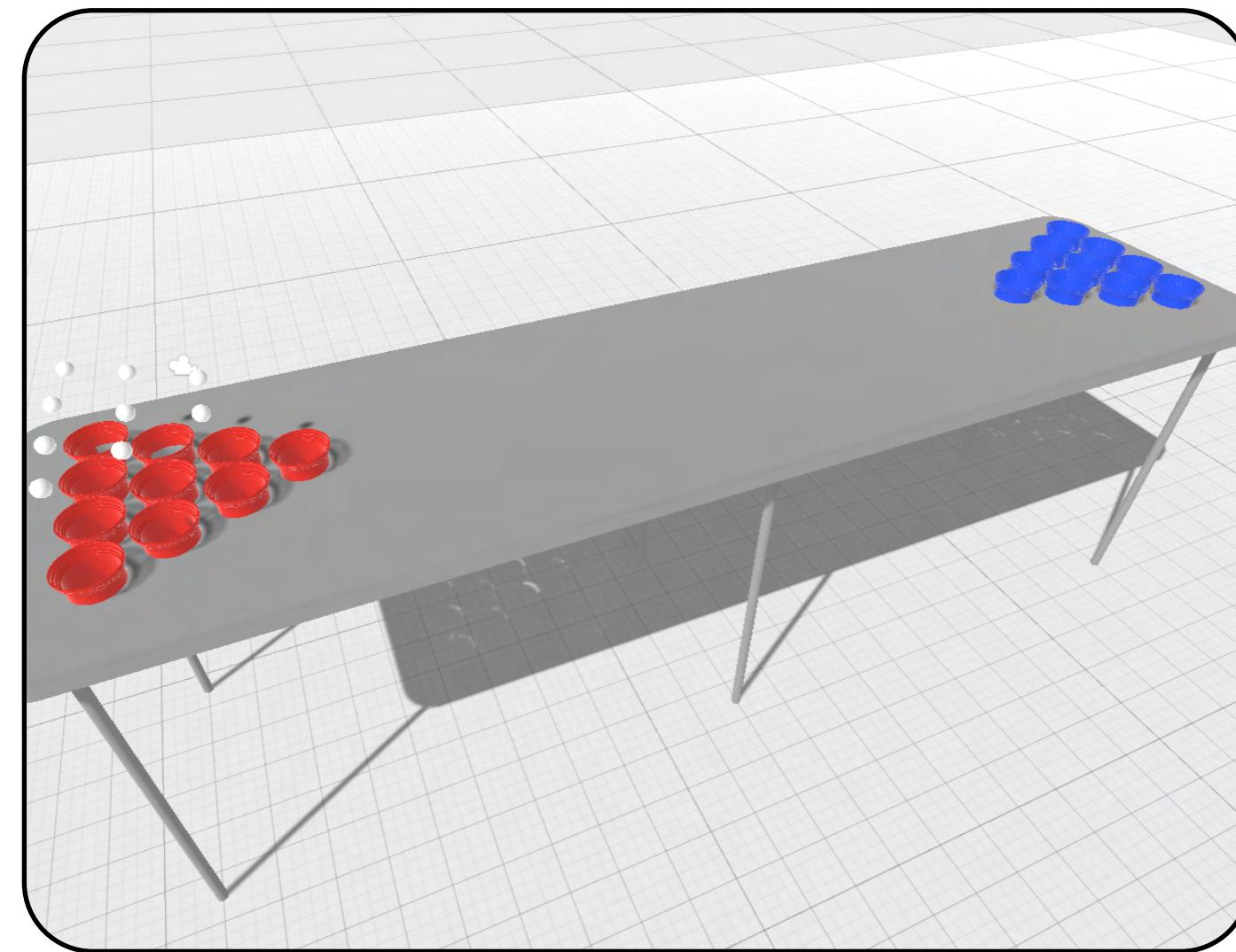
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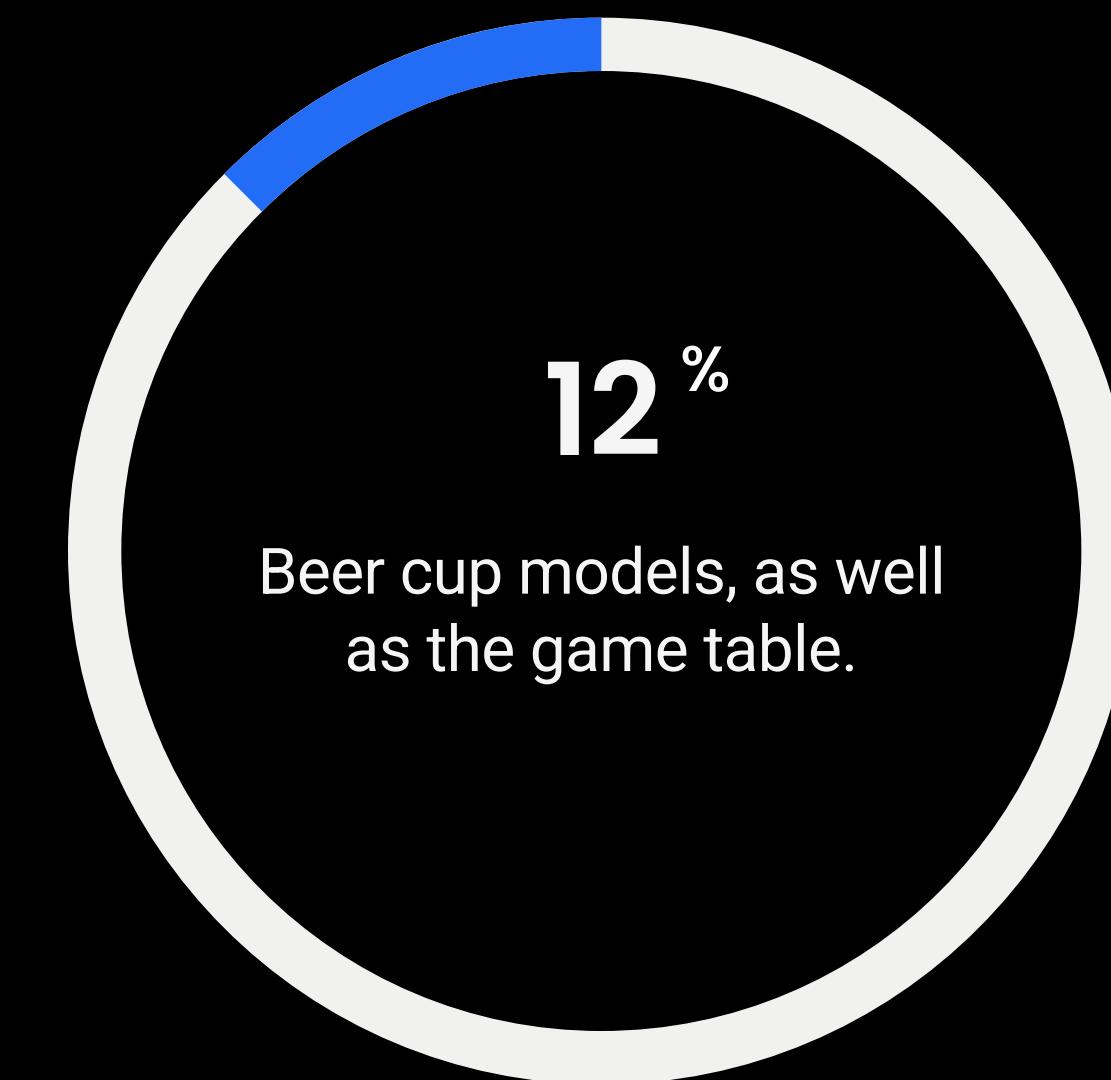
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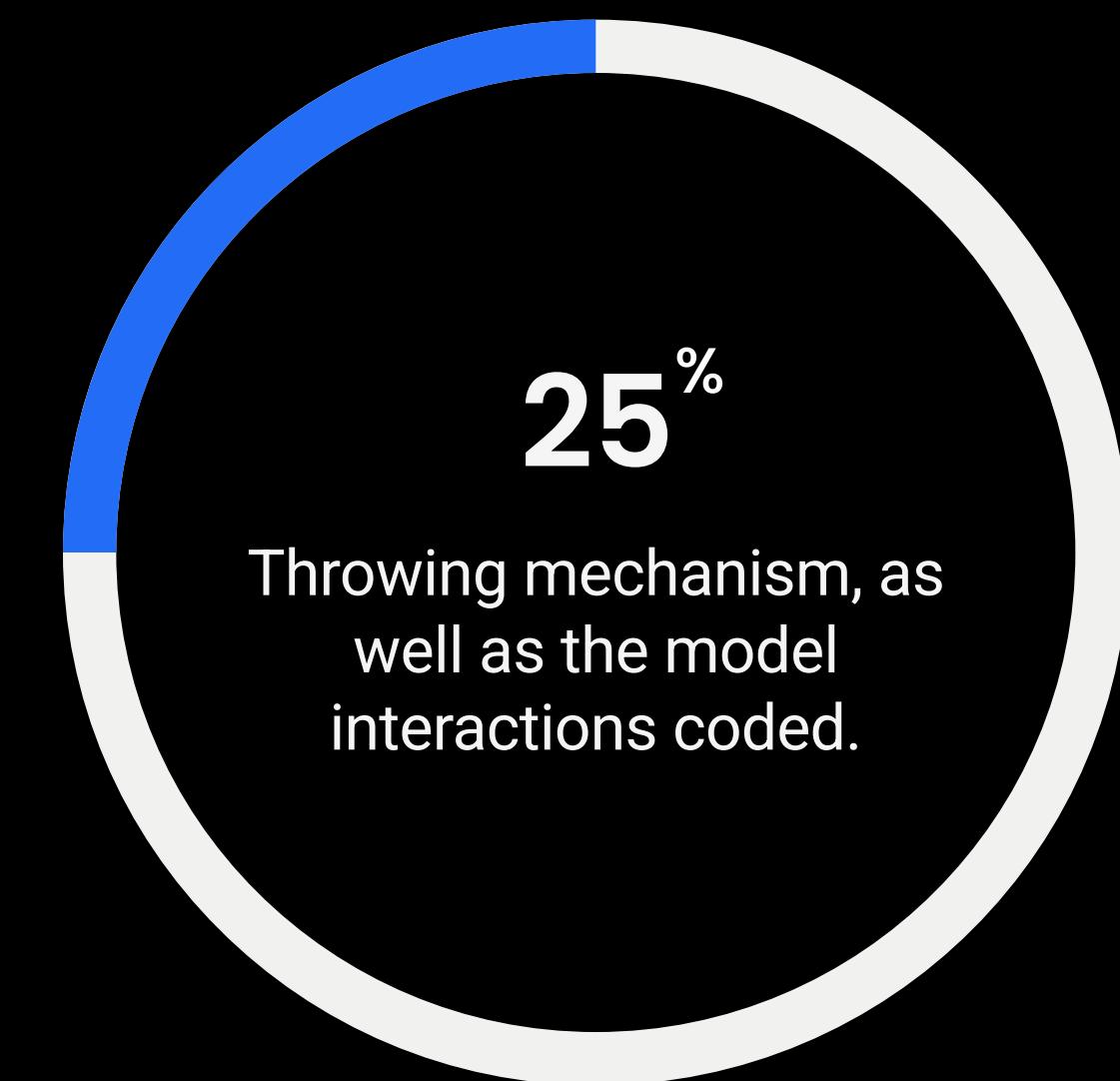


**Let's talk about the  
MVP/Progress**

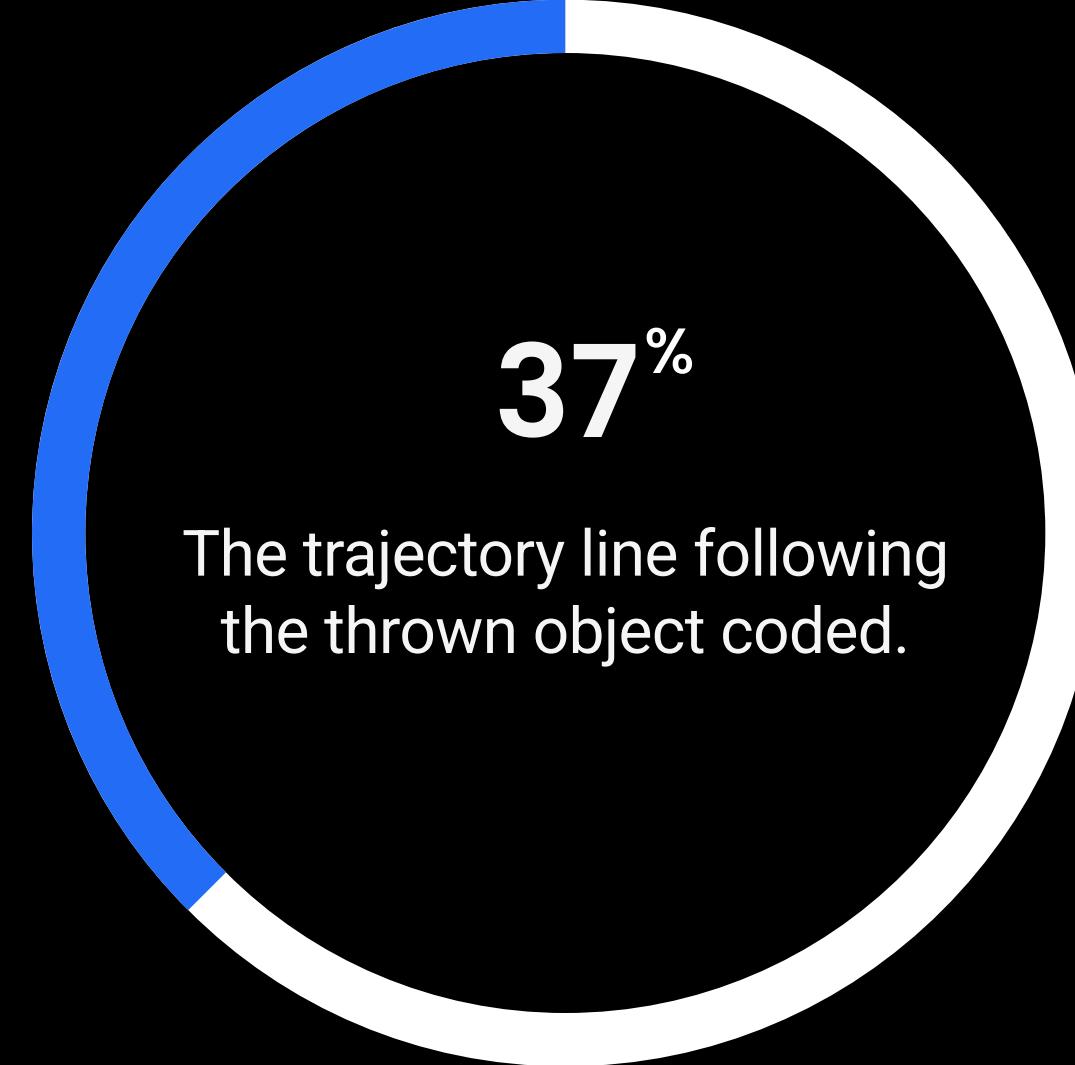
## Sketching the Models



## Coding the main user interactions



## Coding the Physics Trajectory line



37%

The trajectory line following  
the thrown object coded.

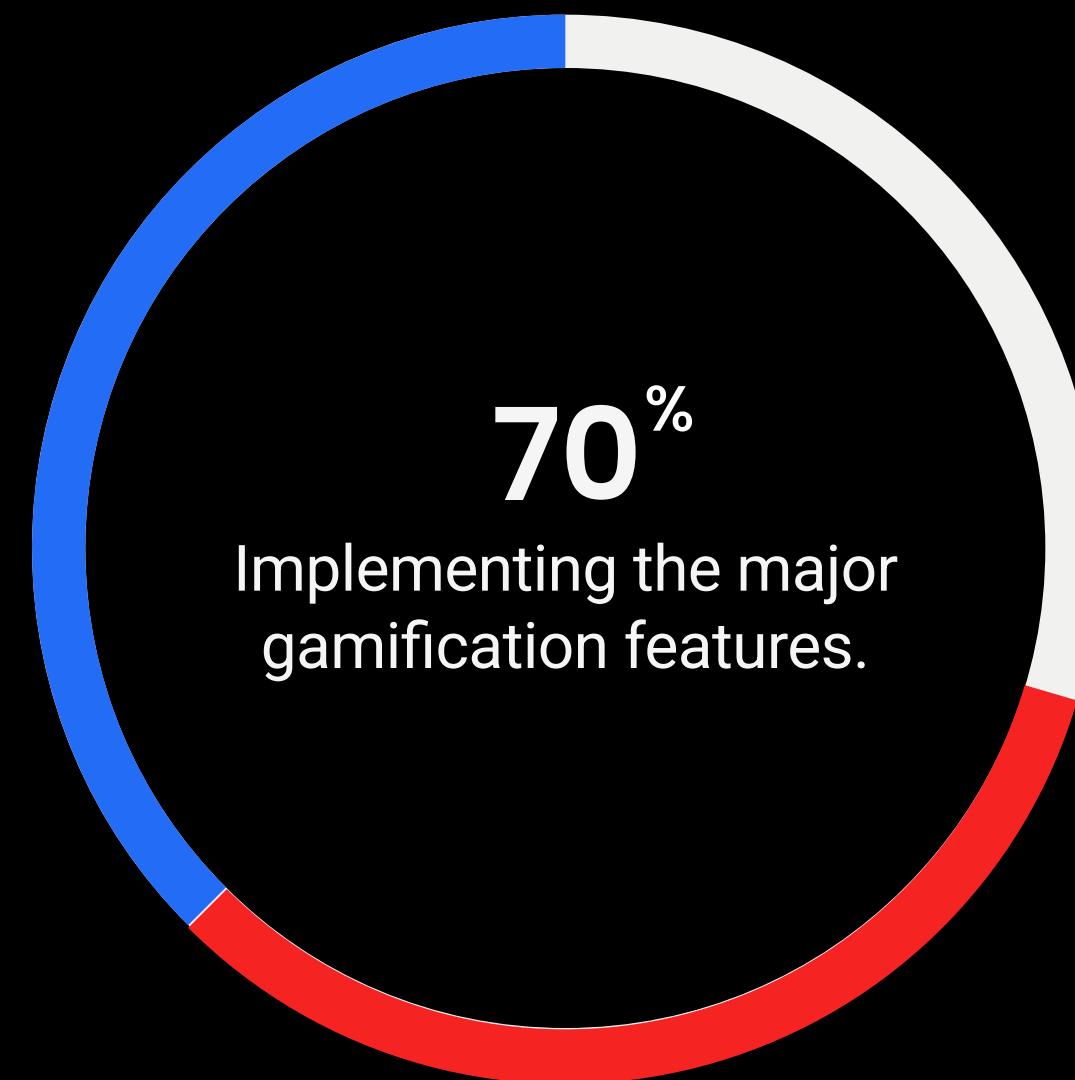
# The gamification Aspects

Joker

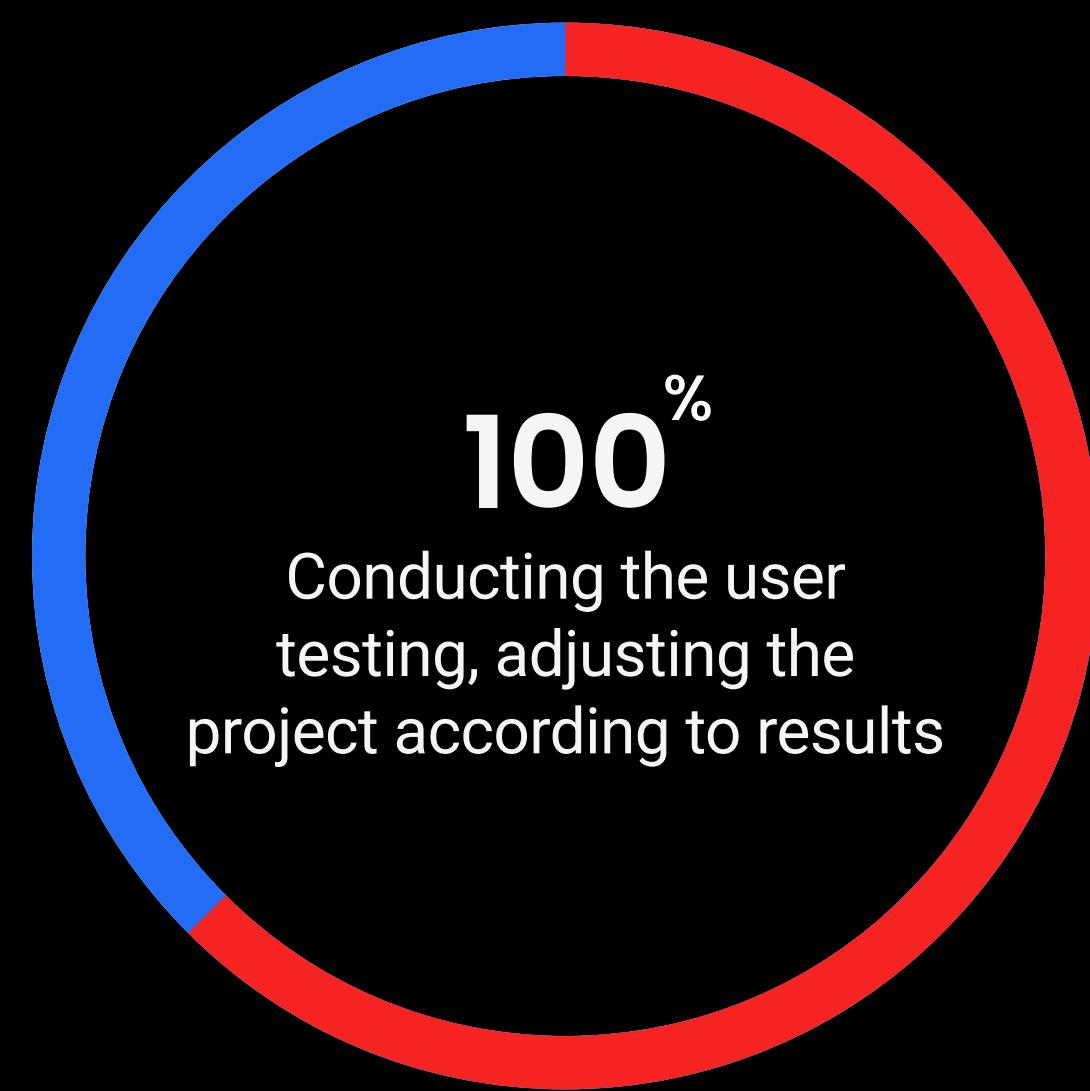
Fear Pong

Multiplayer

Side monitor



# User Testing & User Survey



# Usability test

## Study design

within-subject  
design

Interviews /  
focus group

Expert  
Interviews

## Interviews

What the application  
has taught you?

Would you play the  
game with your friends  
in your free time?

Would you like to keep  
learning physical  
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gamification concepts?

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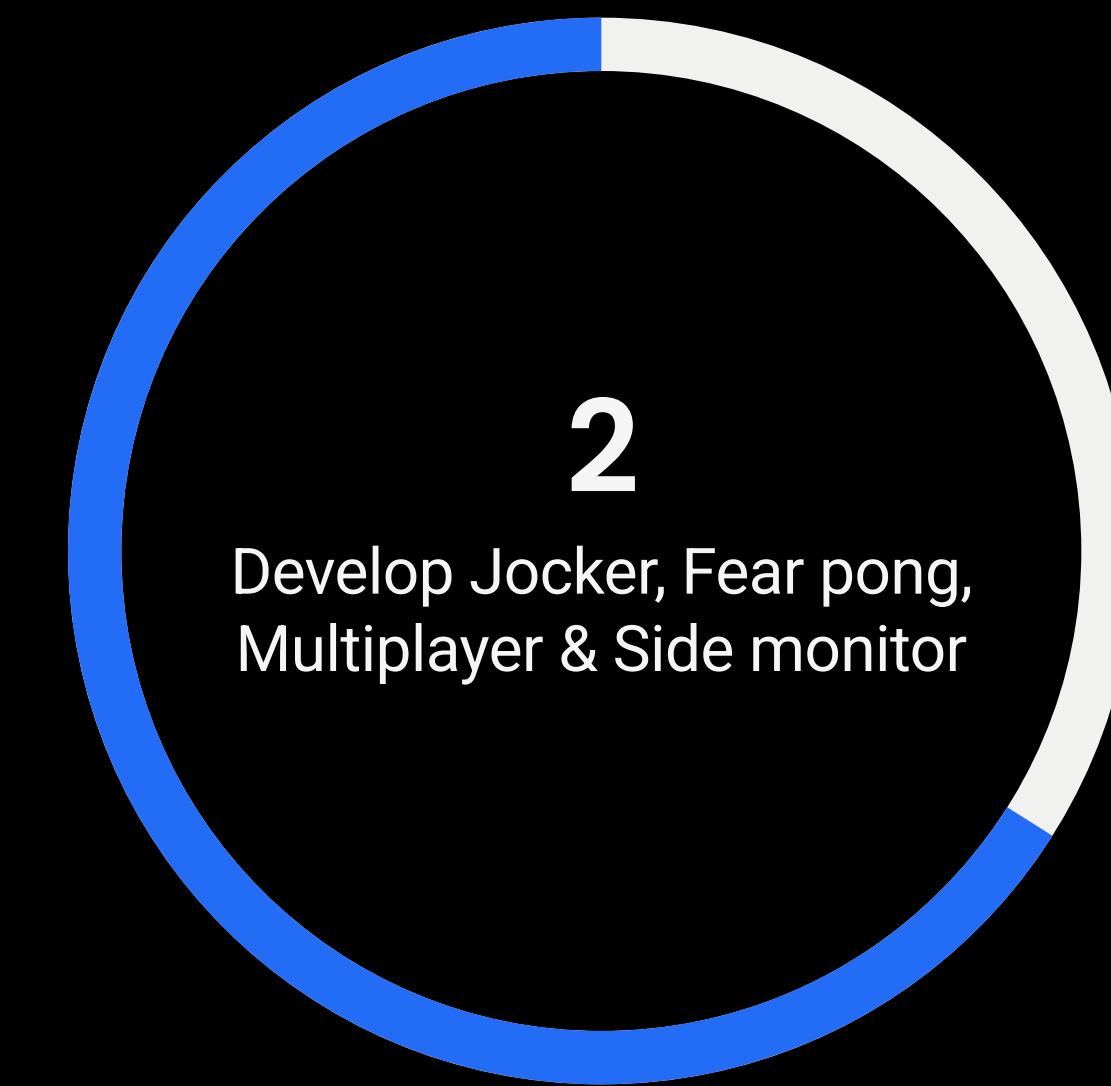
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# Next Steps!

**Analyzing the line  
by manipulation**



**Develop the scripts  
for gamification  
Aspects**



**Evaluate the  
feedback of the  
Usability test**

**3**

Feedback evaluation &  
adjustment of the  
application

# Thank you!

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