COMP 2003 | Interactive Project Ideas

Key:

Project Idea
Explanation of your idea

P.S.: Feel free to add more boxes if you have more than one idea

Javier

How to take good pictures (composition in photography)
Teaches basic photography concepts that are not known to the typical person. Not necessarily in a technical way, but more in a compositional way. For example, teaches the rule of thirds, the golden ratio, possibly touching upon portraits (but this could be harder due to 3D models and the nature or the small scope of the game). Different levels are their own unique tutorials, each teaching a rule, starting from an easy one, all the way to a harder one. The user will pass or fail depending on… how close their picture is to the example picture? (not sure yet) Notes: • Can be transferred to VR, if we get to that point • Modelling could be heavy, but it doesn't have to be. Photography concepts can be explained even with basic geometry and possibly even the default boxes.

How to build a PC (My fav idea)

Quite self explanatory. Possibly teach what each thing is used for and the role within the PC? Level one would start by building the simplest type of PC that you can build. Then different levels can crank up the difficulty to, finally, build your own custom PC.
Data can be acquired by keeping track of how many times the user places a piece of the PC in the wrong place, and how mistakes decrease over time (over levels)

Notes:
- Can be transferred to VR, if we get to that point
- Modelling - close to zero (the levels can just be in a room with a desk and the PC on top. No need for worldbuilding)

Problems that we could come up with during the project

Amir	Eyad	Frank	Javier

How to change a tyre

Quite self explanatory. I personally have no idea how to do this but learning this could come in quite useful in a bit of a pickle.
 	
Notes:
   ● Can be transferred to VR, if we get to that point
   ● Modelling - minimal; there is plenty of free car models available online

Frank

Retail Store Member
A simulation that trains users how to take on the role of a retail store member. The user's activities include restocking, serving customers, handling customer complaints, dealing with angry customers, etc. Essentially, this theme is meant to train users for a role in the retail industry, and the different levels of complexity can be determined by the task they have been asked to do, as well as the business of the store. For example, around Christmas or festive seasons, the retail team is very valuable yet also busy, so there must be some training on how to handle the growing pressure around these times. What better way than to train in a simulation where the users can try handling the scenarios virtually before being thrown into the actual store without any prior preparation. Difficulty is scaled by how busy the store is and the duties that you have to handle in the moment.

Amir

Fire Safety / Emergency Evacuation Trainer **Scenario:** Train office workers or students how to react to a fire alarm. **Chemistry Lab Safety / Experiment Setup** **Scenario:** New students learn how to safely use a chemistry lab.

**CPR training app **

Unresponsive Colleague in the pool/Office/ construction

Check for danger, Check responsiveness, Call for help/emergency services, Check breathing, Perform chest compressions, Use an AED when it arrives

Eyad

How to drive a car
Explanatory idea that helps people that can't drive to do so. It will be easy to implement it into vr. It would have simple mechanics and all the information needed to learn how to safely operate a car, like what steps you should take when first getting into one etc... We can have informational videos either made by us or imported from somewhere else to help give a visual idea of what stuff should look like in the car setting and maybe slime driving mechanics as a fun addition but nothing too complex. Maybe a choice between automatic and manual for added selection. Maybe ... some basic traffic laws. And lastly a lot of space to make a nice looking setting or just a flat road depends on what we like to do at the time. ***Problems that we could come up with during the project*** <table><tr><td>Amir</td><td>Eyad</td><td>Frank</td><td>Javier</td></tr><tr><td></td><td></td><td></td><td></td></tr></table>