

The Campus Hub

Team 13

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Background

Overview

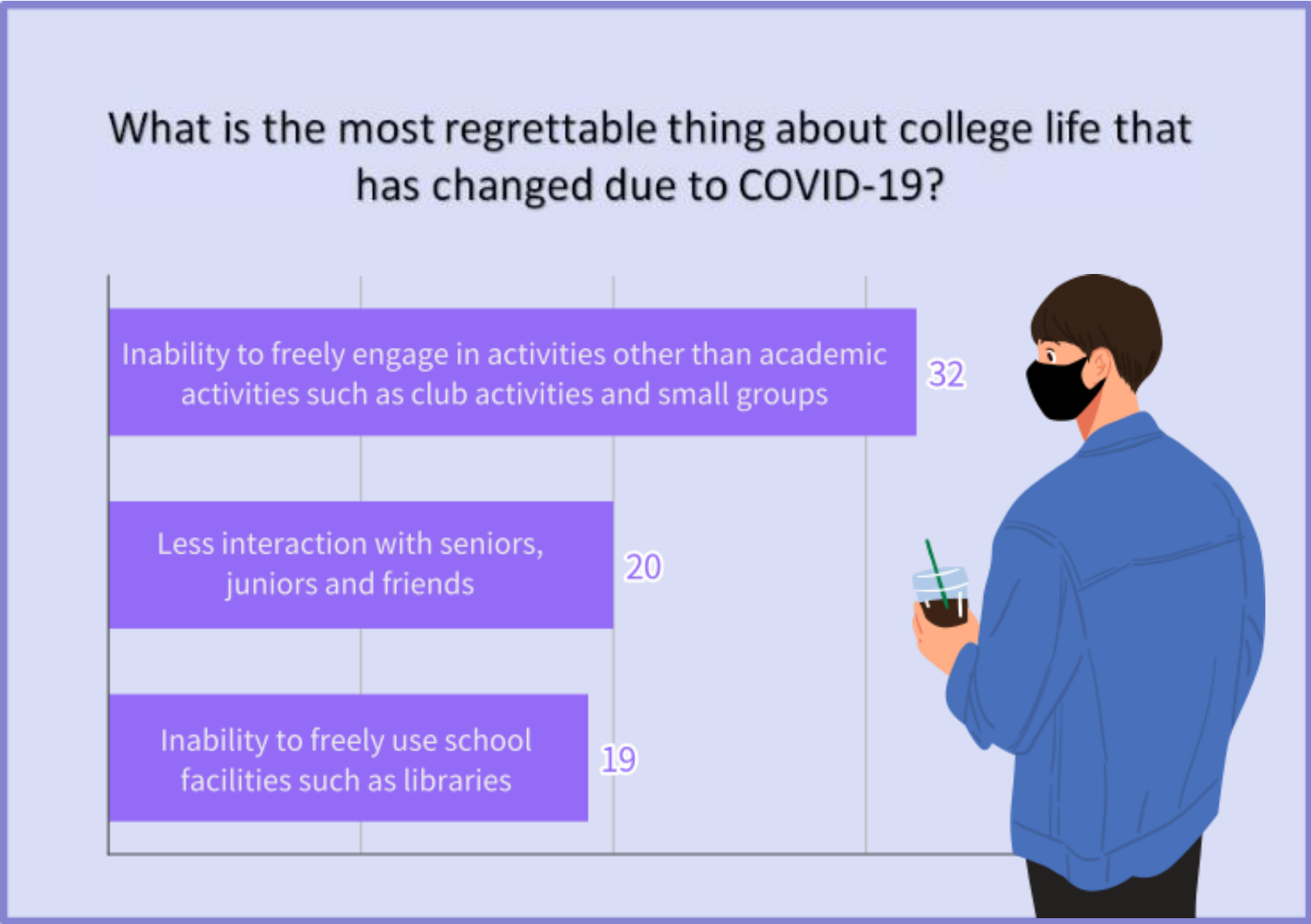
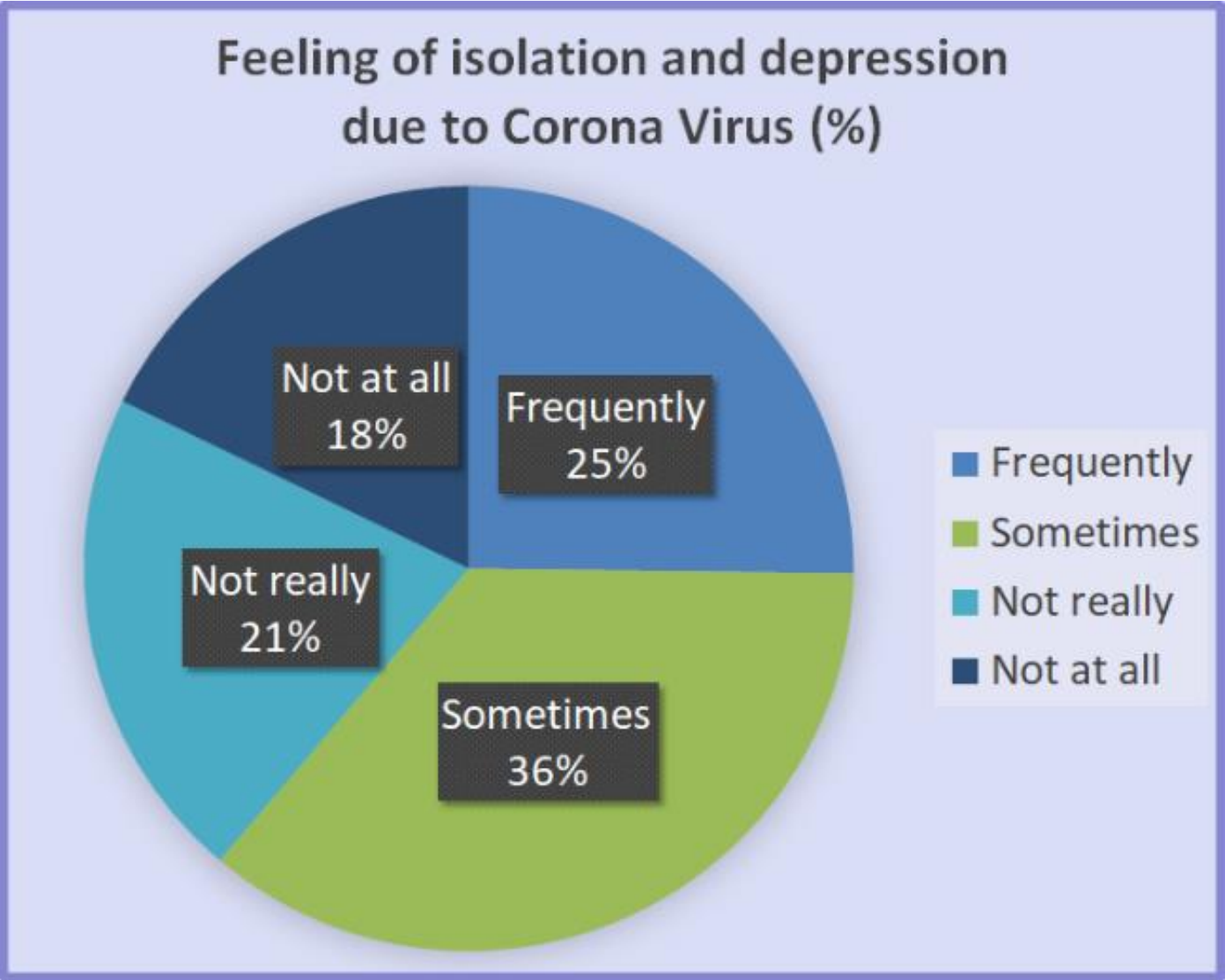
Interview

"Communication with professors was highly limited during online lectures even when the classes were conducted in real-time. Asking questions and receiving feedback would have been much easier in regular in-person classes."
(Seo, 2021)

"It's been a year and half since I entered college, but I barely know my fellow students. I've hardly had any chances to meet them in person, let alone hang out with them."
(Jeong, 2021)

<How Covid-19 has affected campus life in Korea>, The Korean Times

Overview Statistics



Satisfaction with university students in science and engineering for distance learning (JoonAngIlbo)

KAIST, GIST, Digit, UNIST, POSTECH students for the survey



The most disappointing thing about college life that has changed due to COVID-19 (SK Insight, 2020)

Overview



Due to distance learning, the quality of learning decreases and people feel depressed and isolated.



It is inconvenient to not be able to freely use school facilities.

So, Students are not satisfied with their school life due to the corona virus.



Market status Campus



Dongshin University



A metaverse format
focused only on the lecture itself



Soonchunhyang University



Short-term metaverse event applied only
to the entrance ceremony



Konkuk University



Short-term metaverse event applied only
to the festival

As it is a service that provides only one function, it cannot satisfy all the needs of students.

Market status

Hub

Hana Global Campus



Hana Campus in Zepeto

Mentoring program

Photo shot for certification

Seminar& Lecture
Counseling service

Meeting



Goal & Method

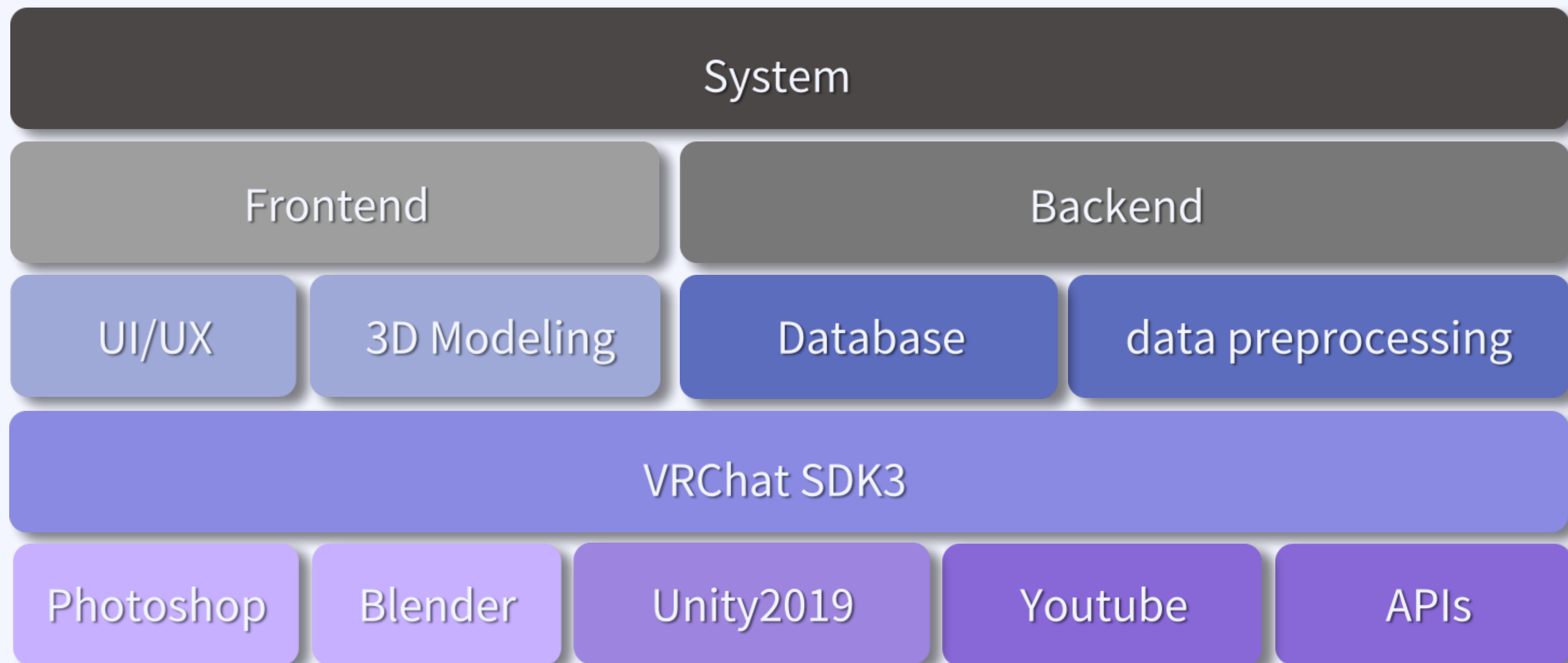
Goal



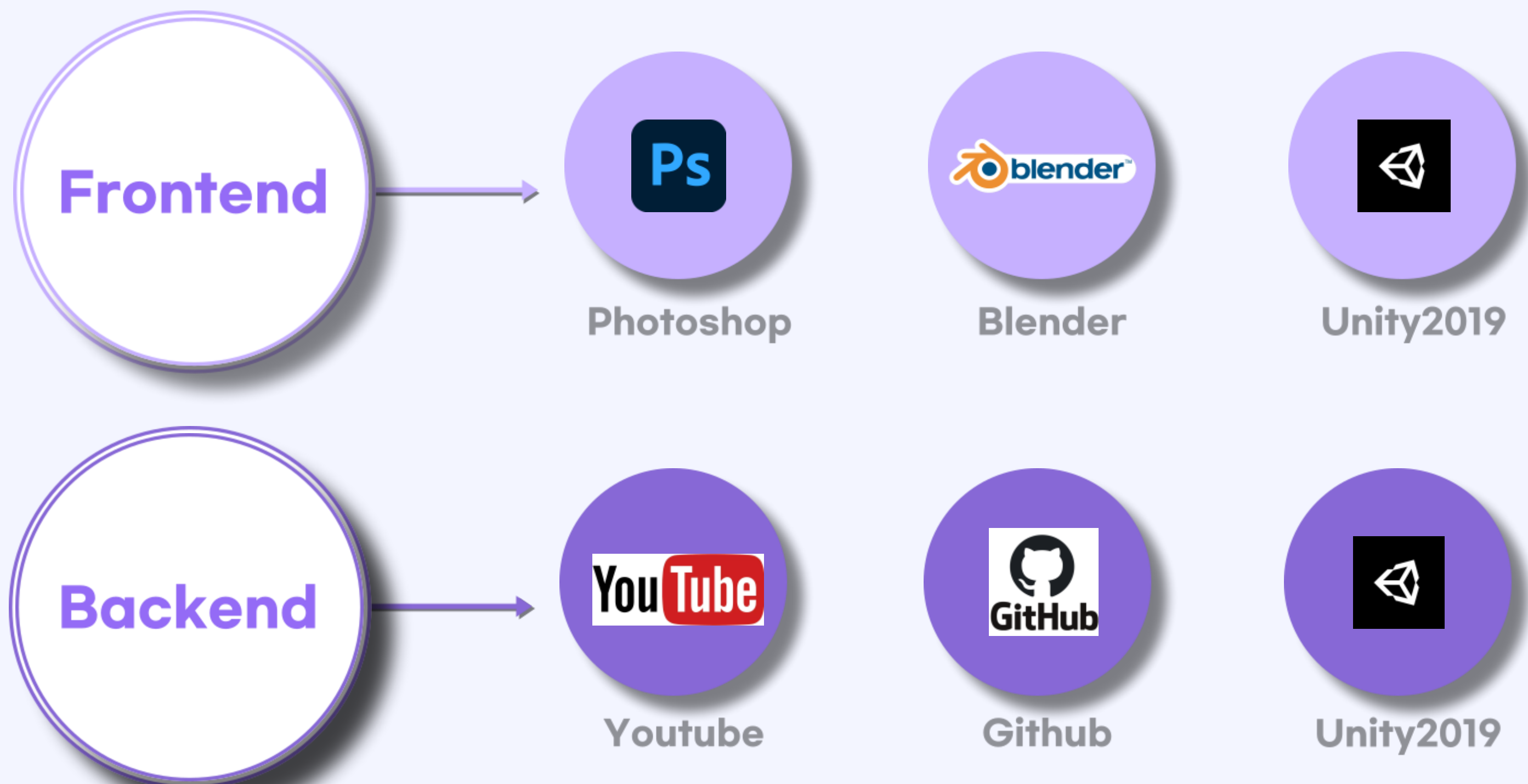
Enable students to enjoy campus life through a Hub

Students can study or play with their friends while visiting a library, exhibition hall, classrooms, and entertainment spaces on the hub.

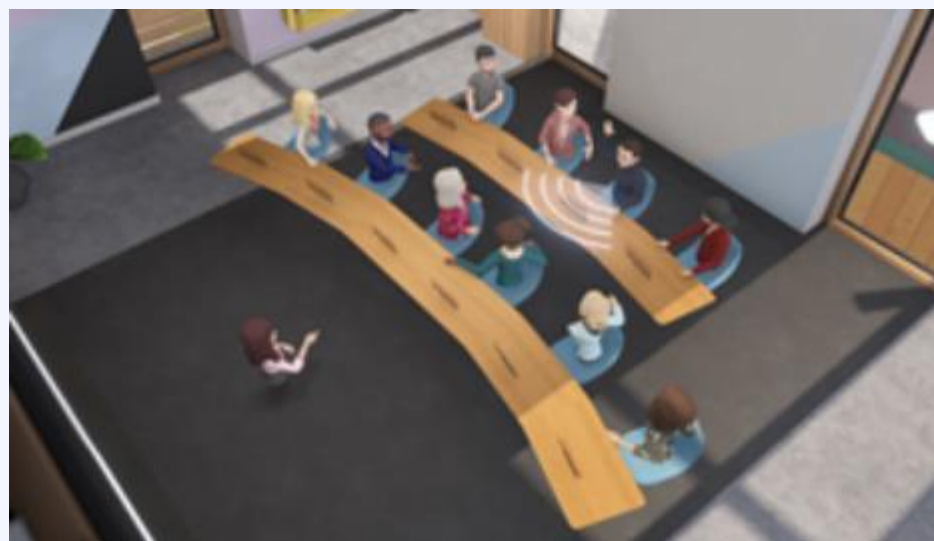
Methods



Tools



Prototype



Classroom



Hub



Library



Exhibition



Process



Plan

Overall Schedule

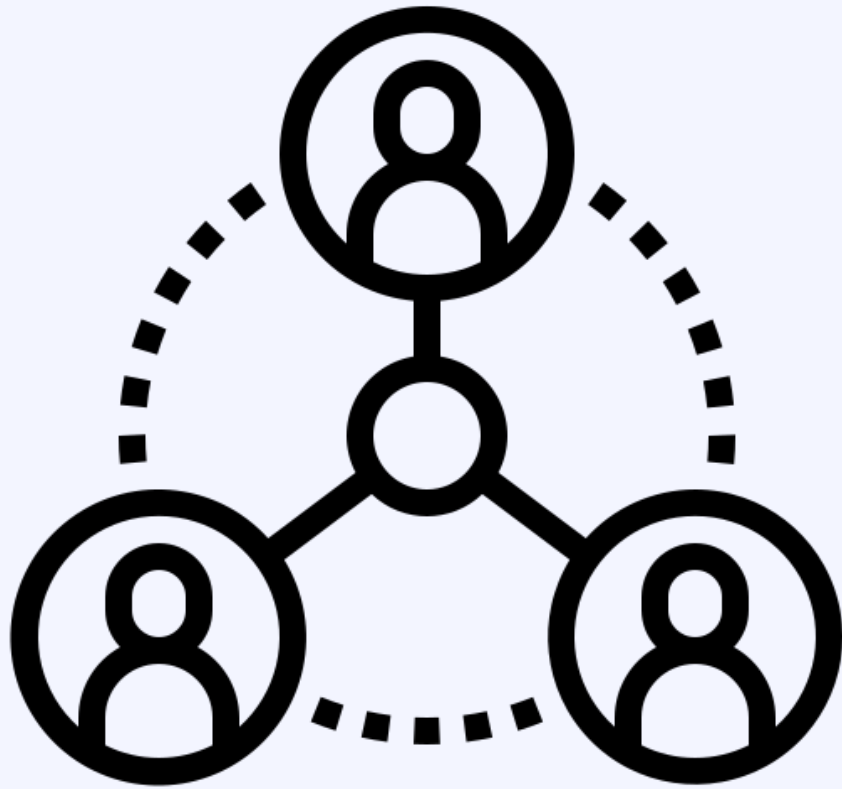


Plan

Demonstration Process

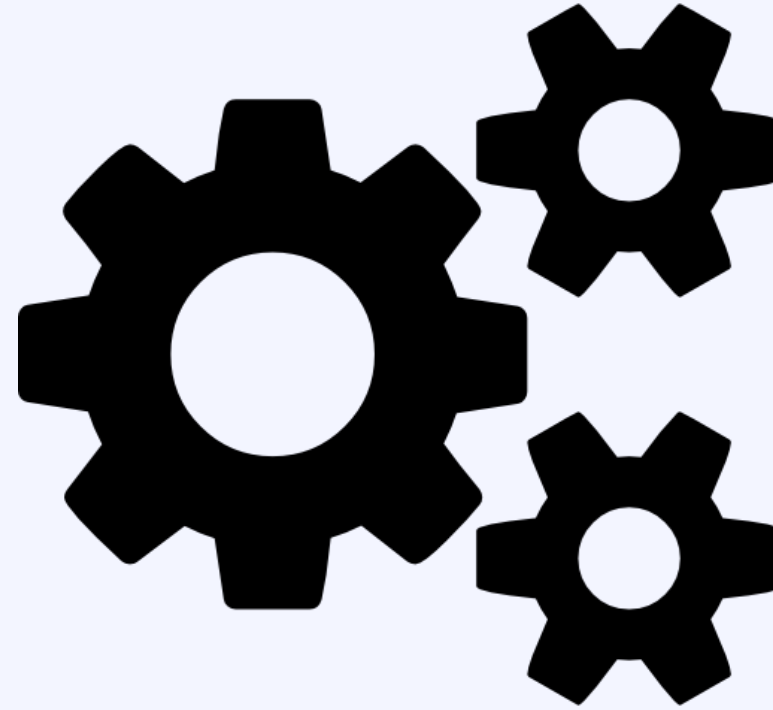


Evaluation



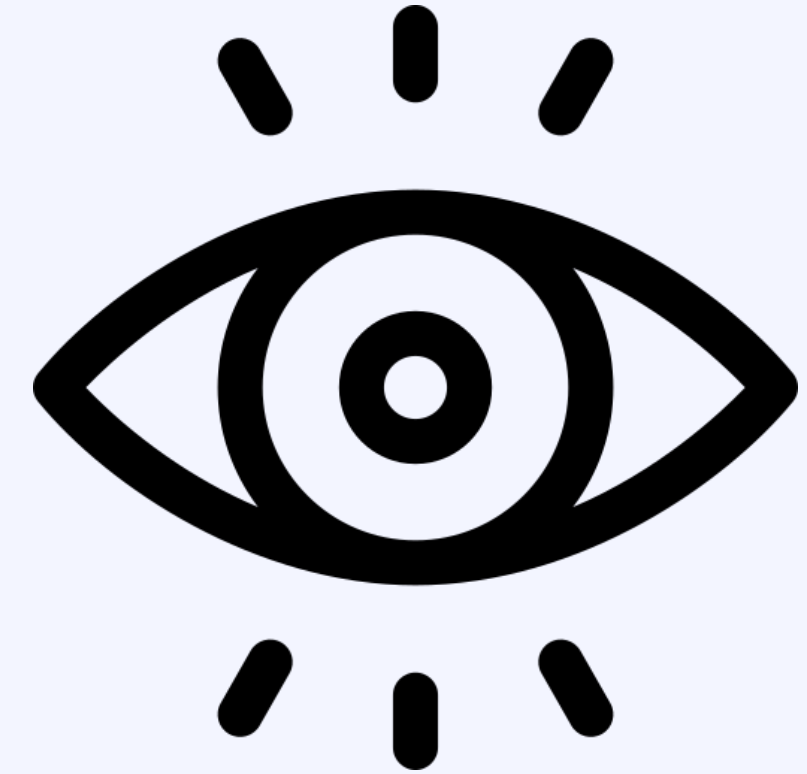
Connectivity

How well does it
connect each place
interactively as a Hub?



Functionality

How well does it
serve the purpose
of each place?



UI/UX Design

Is it constructed with
user-friendly environment
in terms of design?

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Benefit

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Effect



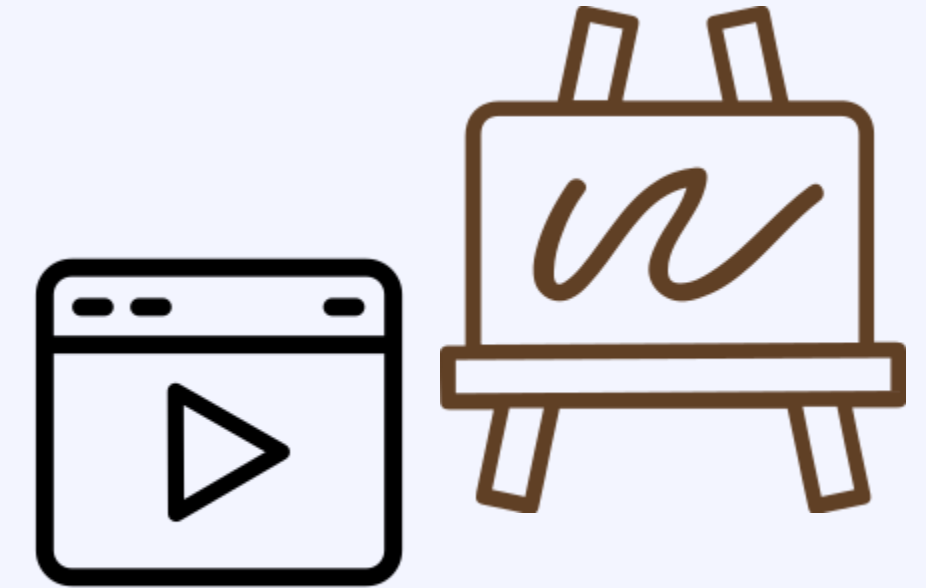
Socializing

It can be a social network service for skku members ownseleves which is more active and more realistic than any other communities.



Improve learning environment

The proximity of the classroom and the library will increase the study efficiency.
Also, active Q&A time about lectures and assignments are guaranteed by our service.



Enjoy the cultural life

Members can enjoy their cultural life through visiting Metaverse DVD rooms, senior project exhibition and club exhibition such as drawing or photograph.

Expandability



Versatility

The hub can be extended and used not only in schools, but also in other organizations and companies.

Exchange between other college

It can also be used for exchange students or domestic university credit exchange programs.



Developing mentoring system

It can also be used for mentoring or volunteer work conducted by college students for middle and high school students.

Thank you