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Vlog #1

Team Edentada

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Team introduction

- Jacob Sauer (Scrum Master, Lead Developer)

- Jacob Chapman (Business Lead, Backend Developer)

- Roxanne Harrison (Design Lead, Frontend Developer)

Project idea

- Virtual Reality Exposure Therapy

- Interactive user experience

- Linear progression in the user's control

Project background

- Display realistic scenarios in 3D

- Safe and controlled environment

- User-accommodating progression and escalation

Business need / opportunity

- Existing technology isn't interactive

- Improve experience using real space and controls

- Allow for therapist intervention in real-time

Who is this for?

- Northstar customers
  - Phobia patients
- Carryover customers
  - Therapists & psychologists
  - VR gamers

- Whose opinions matter?
  - Phobia patients
  - Therapists & psychologists
- Where is our audience?
  - Anywhere!

Our reason to create

- Help patients with specific phobias

- Allow 2-way communication between therapist and patient

- Present phobias in a controlled manner using VR

Impact

- **Current Reality**
  - Clinics do not have VR implemented for patients who suffer with phobias.
- **New Reality**
  - Therapists can host virtual therapy utilizing interactive VR sessions for patients.
- **Action**
  - Create an interactive VR application for patients to help them overcome their phobias.

What we are creating

- **Constraints**
  - Windows application
  - Unity (C# app)
  - ~3 Phobias
- **Limitations**
  - Oculus Quest
  - Hardware capabilities
  - VR knowledge

Thank You!