

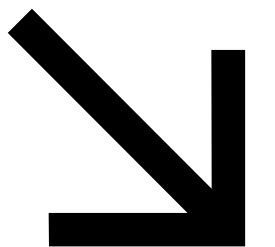
#locispace

group A

UXDM_AVR

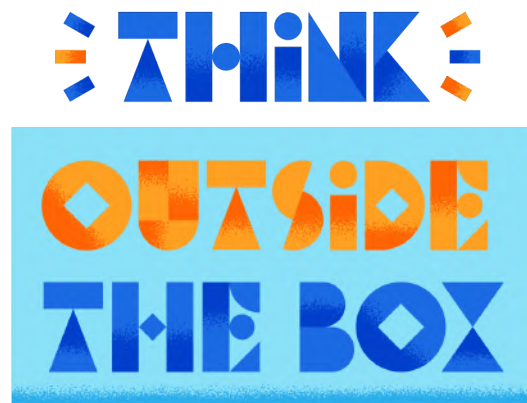
October 2022

Milestone 1

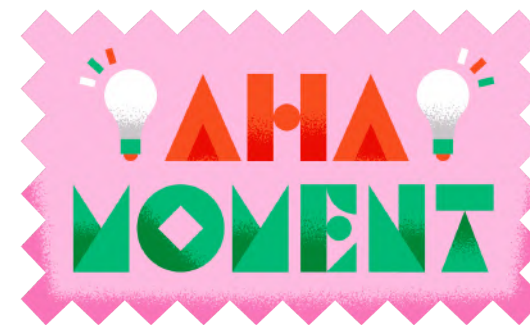


team members

#locispace



Benedikt Schramm
3D Design and Concepts



Tilak Kamkar
Visual and Interface Design



Tanmesh Shah
Unity Code



vision

#locispace

#locispace is a virtual learning environment where you build a 3D mind palace using Loci technique in order to remember complex concepts and check your progress with learning games.

loci technique

#locispace

What?



- Physical location
- increase speed of information processing
- ability to visualize

How?



- Choose a place
- define a route
- Select Markers
- Visualize and Associate
- Store Ideas at Location
- Implement, Practice and Improve

Why?



- Scientifically proven
- Effective in improvement of ability to learn

concept

spacial visualisation of information

#locispace

city



quater



building



room

concept

mindpalace in practice

#locispace

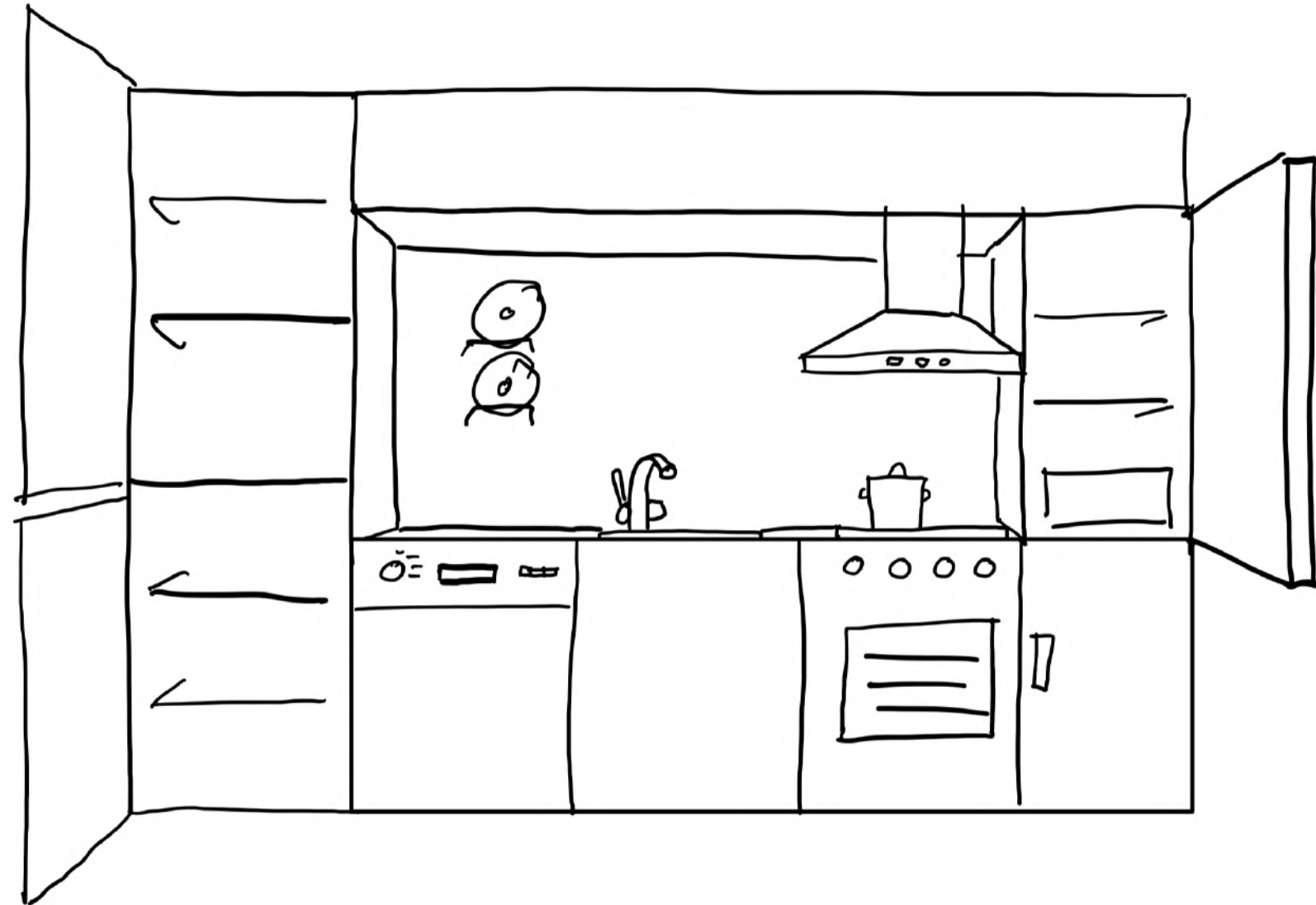
$$F = \frac{1}{2} M x V^2$$

concept

mindpalace in practice

#locispace

$$F = \frac{1}{2} M \times V^2$$



concept

mindpalace in practice

#locispace

$$\boxed{F} = \frac{1}{2} M \times V^2$$



Fist in
the Fridge

concept

mindpalace in practice

#locispace

$$F = \frac{1}{2} M \times V^2$$



Fist in
the Fridge

1/2 full heavy
machine

concept

mindpalace in practice

#locispace

$$F = \frac{1}{2} M \times V^2$$



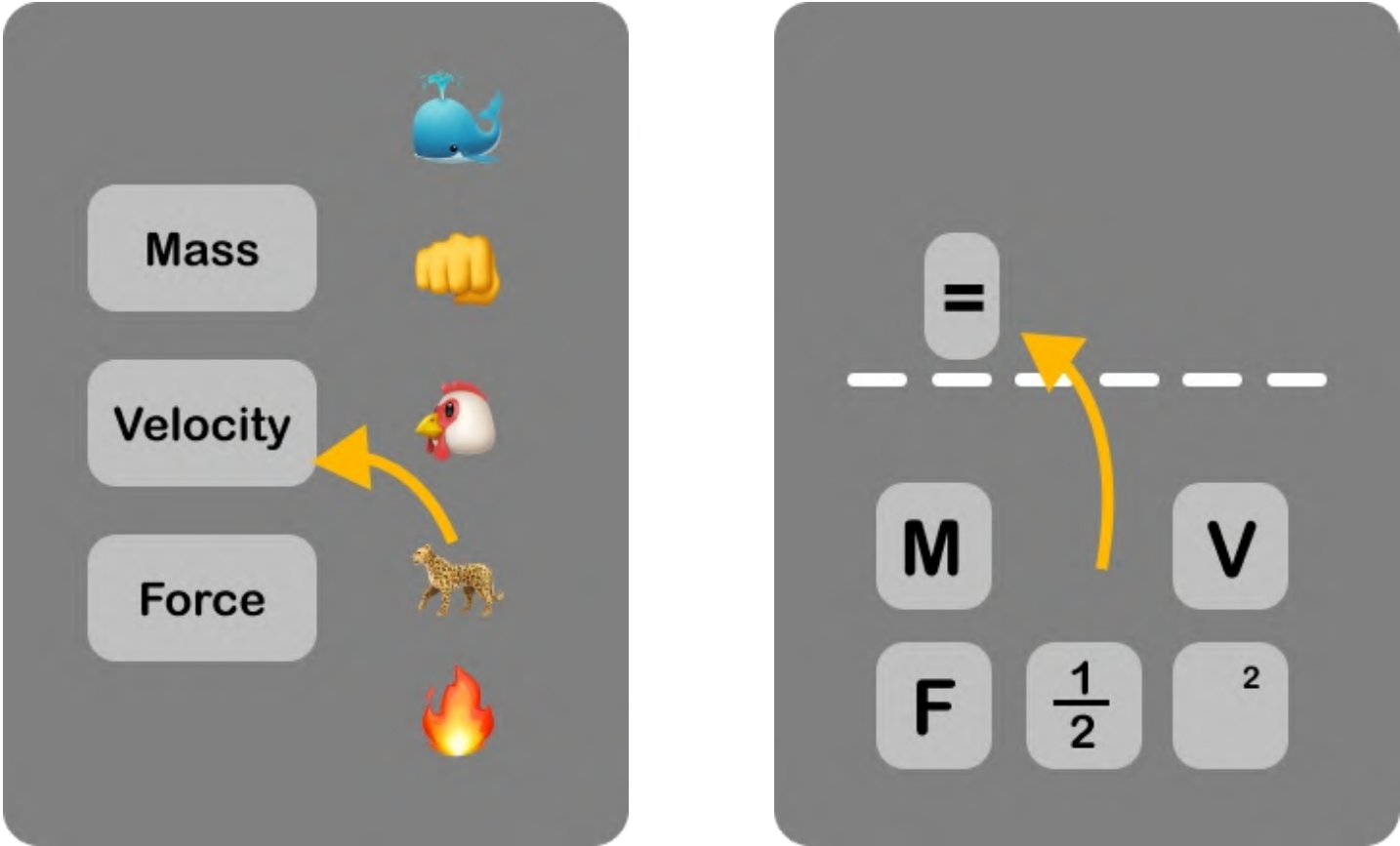
Fist in
the Fridge

1/2 full heavy
machine

concept

gamification

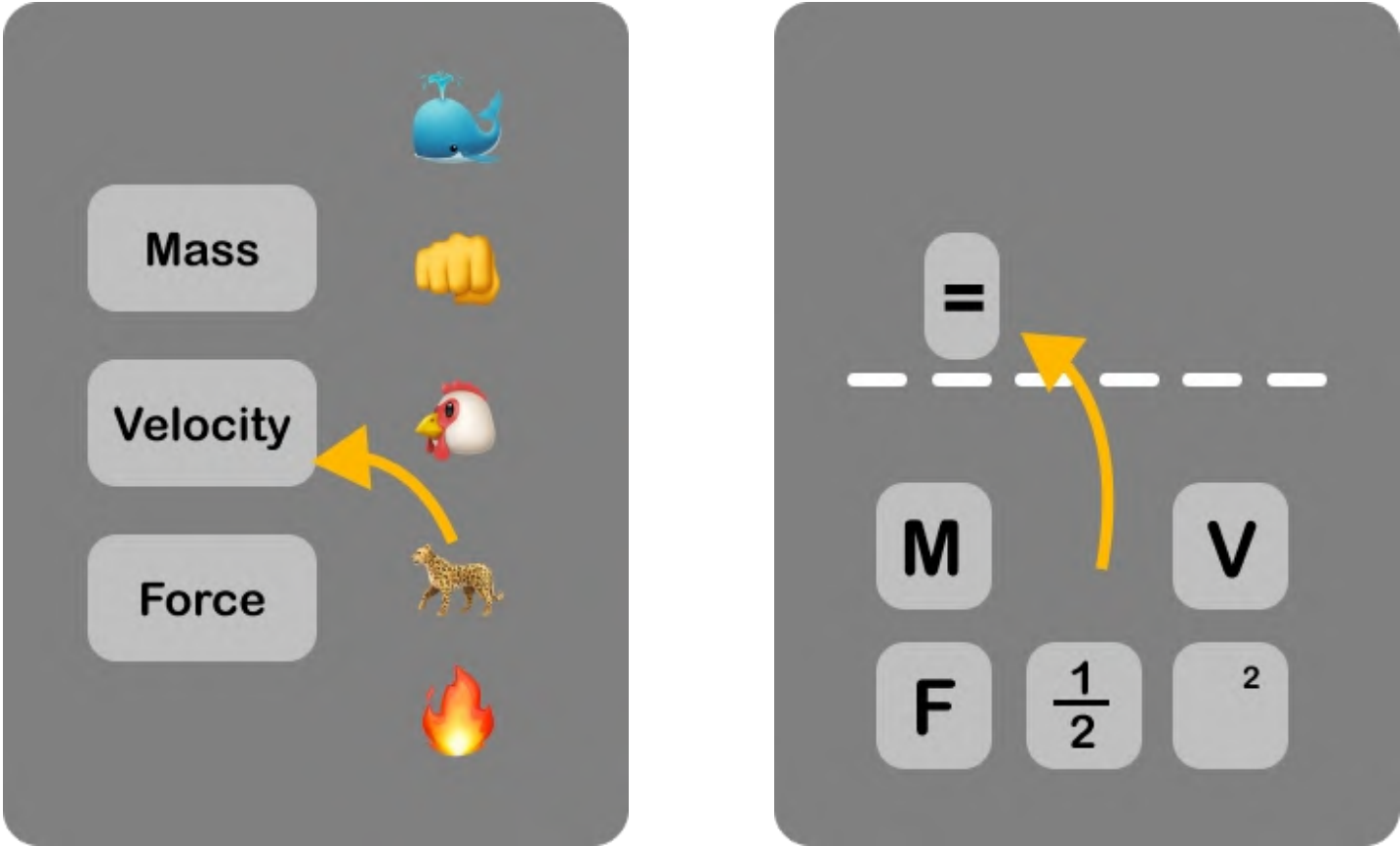
#locispace



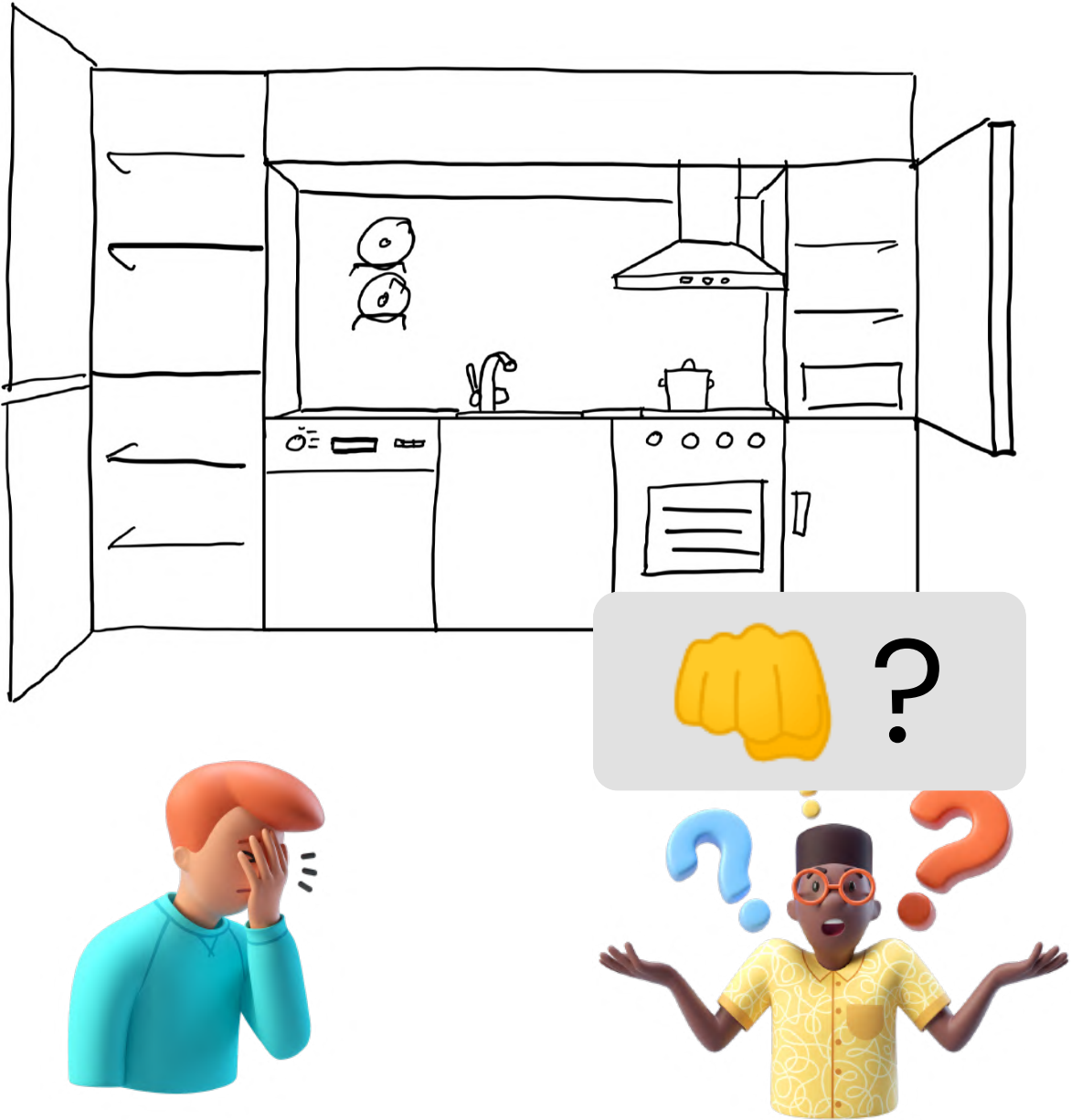
minigames

concept
gamification

#locispace



minigames



social component

assets

#locispace



loki items

Themepacks of
assets to
build
mindpalaces
from

pirate pack
standard items



environment

space to use
for building
mindpalaces

houses
interior



sounds

more immersive
atmosphere

pirate sounds



control
elements

navigate &
build
efficiently

portals
city map
editor mode



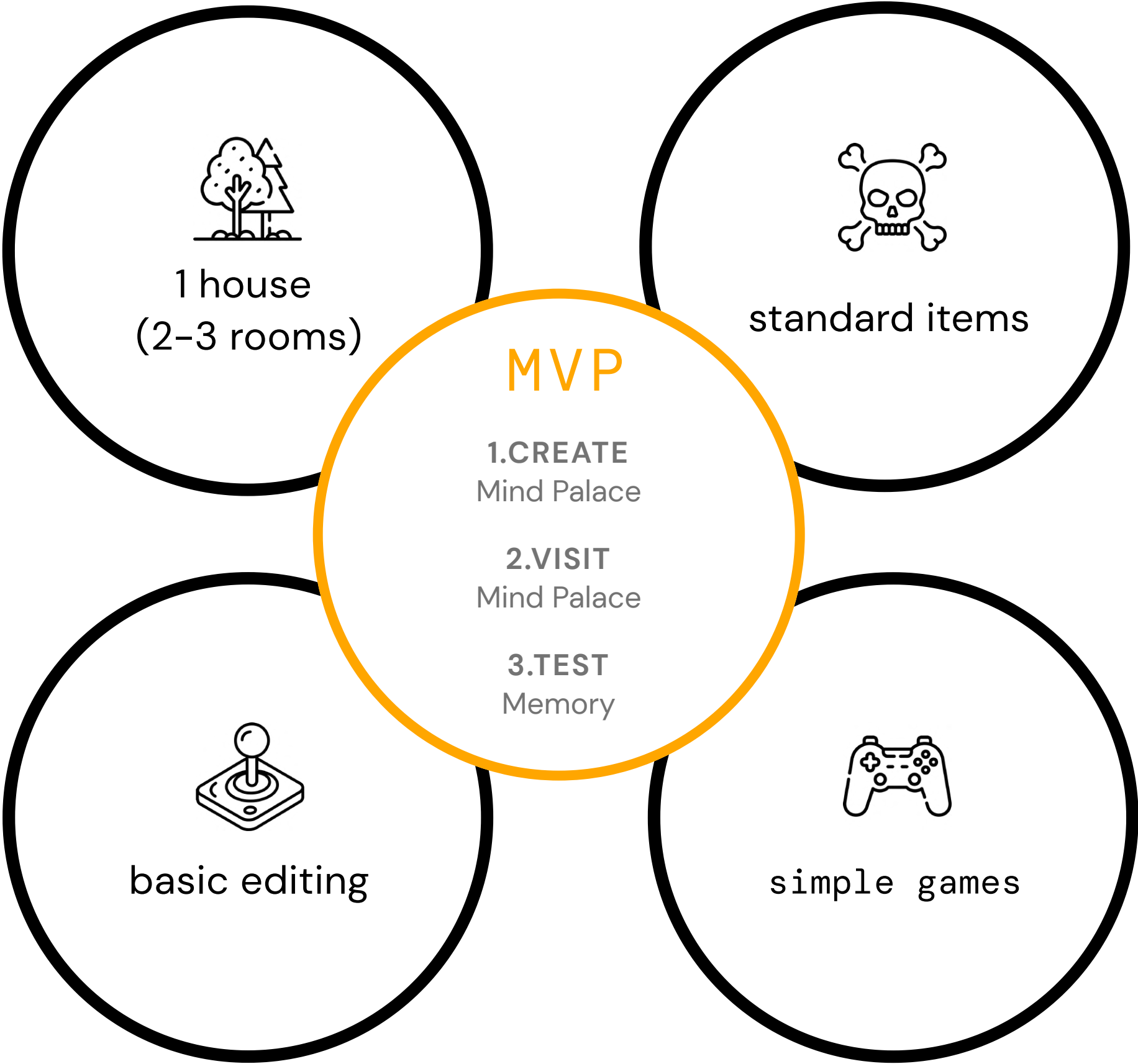
games

check progress
in a fun way

puzzles
tests

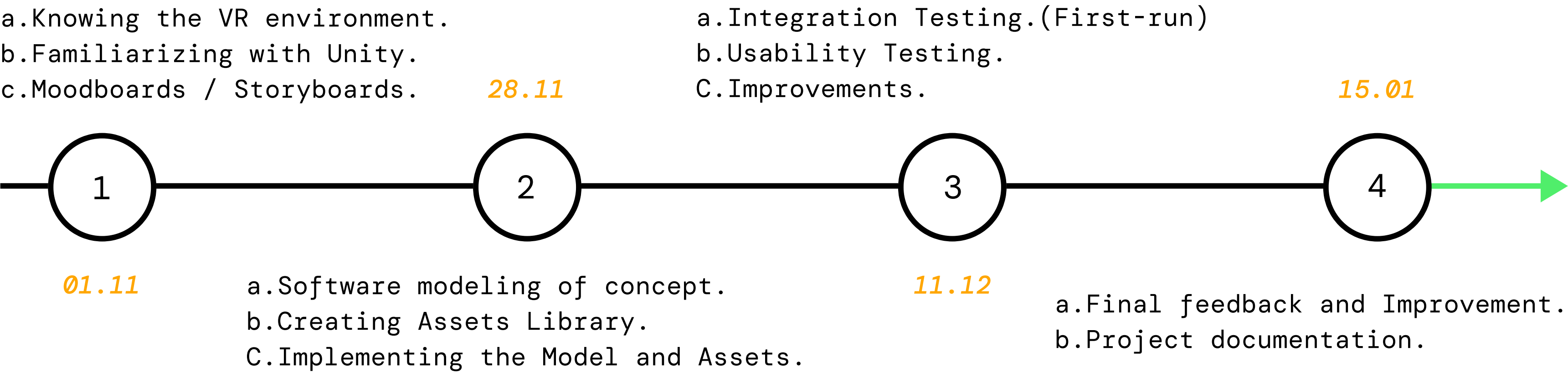
MVP

#locispace



Plan

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Questions

- Could you please show some reference projects so we can see what fidelity is expected?
- How can we use the multiuser capability of the environment?
- Can we please have a walkthrough of the provided environment?