

### **Expanding the Tool Kit**

Since the start of my journey in ISM, I had known that I wanted to focus on the field of Computer Science, however, what I didn't know was the specific niche that I wanted to focus my efforts on during ISM. This led me to explore the large variety of fields that I could through the annotated bibliographies and I was able to begin narrowing down what niche I wanted to pursue. I was eventually down to just artificial intelligence or virtual reality but after realizing that I would rather have my work be interactable I decided to delve deeper into the field of virtual reality. I decided that I wanted to create a fully interactable game in virtual reality for my original work. Starting off the 2nd quarter, I began by interviewing a Ph.D. student from the University of Texas at Dallas who works on virtual reality and haptics. The interview gave me great insight into the work of a researcher while also teaching me about how virtual reality development usually works. For the remainder of my time, I want to continue interviewing more professionals, hopefully, someone who develops VR games, while also beginning to start creating my project. I also hope to find a mentor that could help me with any roadblocks I may encounter during my development journey.