

WWDC23 - Swift Student Challenge

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Visual Perception was born from the idea of sharing my knowledge and my passion for **Gestalt** related to **optical illusions**. I decided to use a method that is simple and engaging for me to keep the various principles of Gestalt imprinted in the user's mind, taking a journey into the world of **human psychology**. Therefore I developed a game that includes multiple-choice quizzes with the addition of some interactive elements (such as dragging, showing, and hiding elements) on the page for demonstration purposes*. Once completed, each level of the game, in addition to unlocking the next one, gives the possibility to read the explanation of each principle and illusion, as well as clarify each specific illustration shown. The inspiration was also increased after visiting the "*Museum of Illusions*" in Milan, where I was fascinated by explanatory paintings of various illusions that triggered my mind. For this reason, I decided to investigate why the mind perceives and processes some objects in a different way from how they appear.

All the shapes shown in the game were created by me with the use of a grid for the right proportions.

As for the app, I used a **minimal user interface** but, at the same time, I wanted to give a **vintage** touch to recall a style that can be traced back to the early 1900s, the year in which Gestalt was born. The type of **illustrations**, the **color palette** and the **fonts** that have been used underline the choices mentioned above.

*For a better experience, I strongly suggest using the playground on Mac with "Designed for iPad" settings or directly on a physical/simulator iPad in portrait mode.