Hello, good afternoon. My name is Sebastián Tapia, I study Computer Engineering, and I'd like to introduce my project.

Hook:
Imagine a chemistry class where students don't just read about chemical reactions, but actually see and manipulate them in augmented reality. Wouldn't that be far more engaging and effective?

Problem:
The problem I identified is that many high school students don't have access to well-equipped laboratories.

Solution:
To address this gap, I developed an educational game in Unity using augmented reality. This game allows students to perform virtual experiments on their mobile devices, observe chemical reactions, manipulate elements, and explore chemistry in a fun and easy way.

Benefits:
This app offers several benefits: it improves chemistry learning, makes the process more entertaining, and provides an immersive experience that transforms studying into something exciting.

Demonstration:
I would love to show you how the minimum viable product I've built works at this moment.