

Sensy5: Transition with Confidence

Links: [3 minutes video](#); [website application](#), [Unity Files](#)

Problem Statement: Addressing the transition and adjustment issues new and prospective students face due to unfamiliarity with the university system, policies, and layout.

Goal: Leverage the orientation experience by creating an immersive VR simulation and an easy-to-use web application with step-by-step guidance to help students navigate the school and get familiar with the university system, policies, and layout.

Target Audience: Prospective and new students or someone interested in knowing more about that university.

Design Features: Scenario-based simulations, university navigation system, collaboration among students, exploration of student resources, web application assistance, multiple language selection, audio-assisted simulation, etc.

Research and Design Rationale: Research shows that students' pre-university preparation is a crucial factor that determines whether their transition experience is positive or not (Worsley, Harrison, & Corcoran, 2021). Students who completed a pre-entry program reported higher academic self-efficacy and satisfaction than traditional route students within the first few weeks of their academic study (Worsley, Harrison, & Corcoran, 2021). Research also found that student orientation tours help navigate the school, but students are still frequently lost in the building (Amirruddin & Hasan, 2018). We reached similar conclusions after interviewing 13 prospective and new students and surveying 18 international students studying at different universities. We found that new and prospective students faced difficulties adapting and transitioning to the new environment and systems due to unfamiliar surroundings. Additionally, prospective students felt that there was insufficient information online or offered by the university on the school environment and student life. Two prospective students decided to fly from other cities to come to their interested university to experience the environment and learn more about the school. Therefore, it is essential to provide new students with the VR simulation to learn about the university system, policies, and layout and ease their transition to campus life.

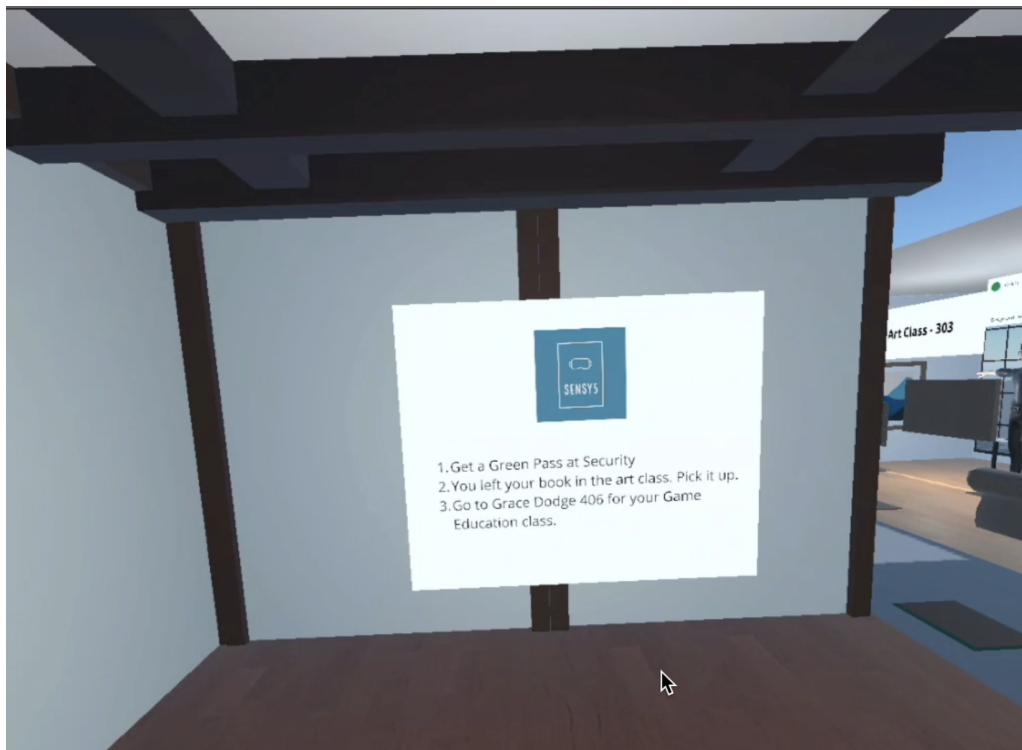
Market Analysis: Various VR campus tour platforms, e.g., Concept3D and You Visit, allow outdoor touring within a school campus. Some platforms also enable users to explore the main entrance area inside an important building. However, these applications rarely have a comprehensive VR view of the indoor building, such as exploring upper levels rather than just the first floor or the main entrance space. They have not integrated interactive tasks to help understand the school systems and policies. Comparatively, our VR product can be customized for different universities and incorporate their unique school systems, policies, and layout for users to learn. Our website application can be integrated into the university's website as an external resource to provide easy indoor navigation access on mobile or computer devices. Amirruddin and Hasan's (2018) research found that students would significantly benefit from having a mobile navigation application to help them find their destinations and learn their routes around the school.

Market Expansion: We see our product not only being utilized by academic institutions but also by companies and other organizations. Organizations could leverage our product to enhance their employee engagement and allow them to fully experience the organizational culture and environment across the globe. Due to COVID, many universities and companies moved to a virtual space, and some continued to stay virtual. Our product can help prospective and current students, and employees strengthen their connections with organizations.

References

- Amirruddin, A. and Hasan, M. H. (2018). Mobile Navigation Application for University: A Case Study.
- Kim, Y. K., Collins, C. S., and Rennick, L. A. (2017). College Experiences and Outcomes Among International Undergraduate Students at Research Universities in the United States: A Comparison to Their Domestic Peers.
- Worsley, J. D., Harrison, P., & Corcoran, R. (2021). Bridging the gap: exploring the unique transition from home, school or college into university. *Frontiers in public health*, 9, 211.

VR Simulation Prototype Screenshots



User Playtest Images



Web Application Screenshots

SENSY5

Transition with Confidence

TEACHERS COLLEGE
COLUMBIA UNIVERSITY
A Graduate School of Education, Health & Psychology

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Direction Inside TC

Start To

Specific Location Specific Location

Hallway Hallway

Room Number Room Number

SEARCH

Share Your Location to Your Friend

Pick a Friend

SHARE

Explore TC in VR

TAKE A VR TOUR

image credit to: bhumpayak wimanjatu

Profile

Personal VR Data

Game Mode: 30% Completed

Friend List	Past Exploration
Janani	<input checked="" type="checkbox"/> Explore course classrooms
Caelen	<input checked="" type="checkbox"/> Buy food at dinning hall
Sharon	<input checked="" type="checkbox"/> Meet a friend online
Bella	<input type="checkbox"/> Book a library room
Flora	<input type="checkbox"/> Visit TC Next center
Cindy	<input type="checkbox"/> More to unlock...
Crystal	