

Virtual Reality

Salcedo Morales Jose Manuel

Tijuana, Baja California, Mexico

Abstract

This project consists of a virtual reality application for treating the phobia of solitude.

Keywords: VR, virtual-reality, software, hardware, academic, research, phobia, solitude.

1	Contents	
2	1 Introduction	3
3	2 Project Overview	4
4	2.1 Description of the problem	4
5	2.2 Goals	4
6	2.3 Hypotheses or assumptions	4
7	2.4 Justification	4
8	3 Theoretical framework	5
9	3.1 Legal framework	5
10	3.2 Objective and benefits	5
11	4 Methodology	6
12	4.1 Population or universe / sample	6
13	4.2 Type of study	6
14	4.3 Description of the instrument	6
15	4.4 Collection procedure	6
16	4.5 Statistical information management procedure	6
17	5 Results obtained and discussion	7
18	6 Conclusions	8
19	7 References	9

21 **2. Project Overview**

22 *2.1. Description of the problem*

23 Phobias are not an easy thing to live with. Furthermore, phobia of soli-
24 tude not only affects the person that has it, it also impacts everyone that
25 must keep up with it. [1]

26 *2.2. Goals*

- 27 • Create a software app in Unity, with support for VR hardware. The
28 options being:

29 Oculus Rift

30 Google Cardboard

31 *2.3. Hypotheses or assumptions*

32 *2.4. Justification*

33 **3. Theoretical framework**

34 *3.1. Legal framework*

35 *3.2. Objective and benefits*

36 **4. Methodology**

37 *4.1. Population or universe / sample*

38 *4.2. Type of study*

39 *4.3. Description of the instrument*

40 *4.4. Collection procedure*

41 *4.5. Statistical information management procedure*

⁴² 5. Results obtained and discussion

⁴³ 6. Conclusions

44 7. References

- 45 [1] P. Support, Monophobia and the fear of being alone.
46 URL <http://phobiasupport.com/monophobia-chat/>