Report On potential of the VR Simulation for Informed Practise with children

Where the project currently is

Heat map

Vision Tracker

Interactive Scene

Movement in the interactive scene

Ability to save and load data

Potential directions to take the project forward from this point

Continued work on the interactive scene

Potential scenarios through 360 videos

Potential metrics built on concrete, objective goals

Any foreseeable blockers

Hardware limitations

Oculus Standalone options: Oculus Go or the Oculus Quest

Limitations of the development process using placement teams