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Club Experience and Application Booth

Explore, Experience and Apply to Club Activity with VRChat

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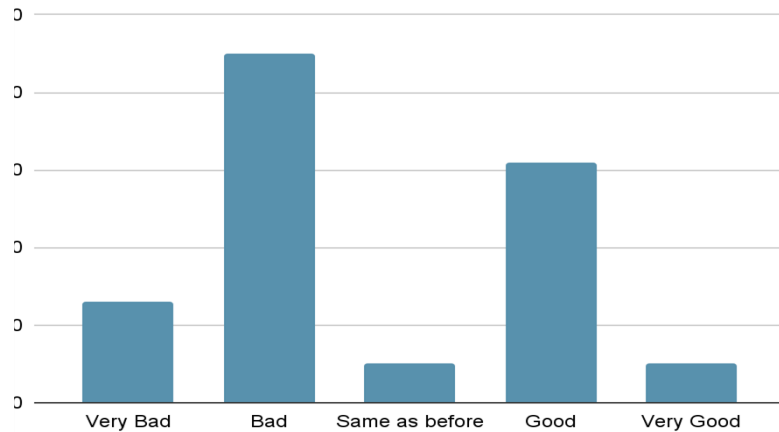
Background - Overview



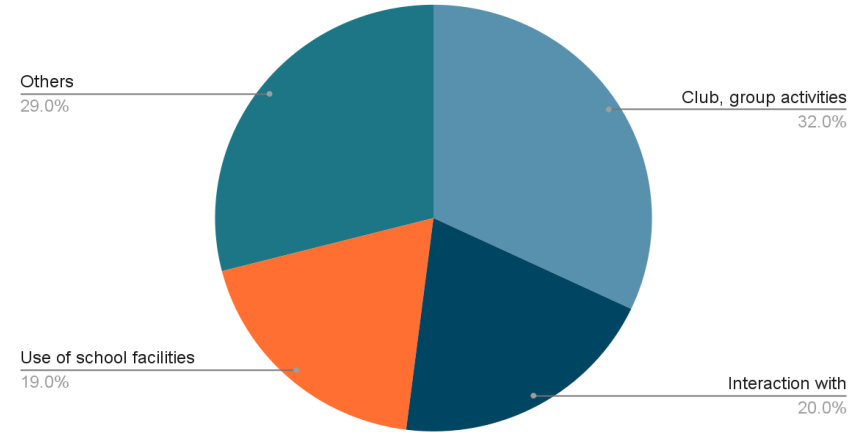
Due to COVID-19, campus life disappeared as **non-face-to-face classes** were conducted.

Background - Market

Satisfaction with college life after COVID-19(%)



The most regrettable thing about college life due to COVID-19



- SKT Insight conducted a survey on COVID-19 and university life.
- 53 percent of students said they were **very dissatisfied or dissatisfied with college life** after COVID-19.
- Most of the students answered that it was regrettable that **they could not participate in group activities** such as club activities.
- Opportunities for club activities should be provided through VR Chat.

Project Overview

Explore, Experience and Apply to Club Activity More Realistically with VRChat!

Look Around and Do Representative Activities using VRChat
in Club Application booth

Project Overview

Build **SKKU Campus map** for Club Promotion and Application booth.

Meet people who are interested in the Club through VRChat.

Take pictures at photo booth of each club who are interested in the club.

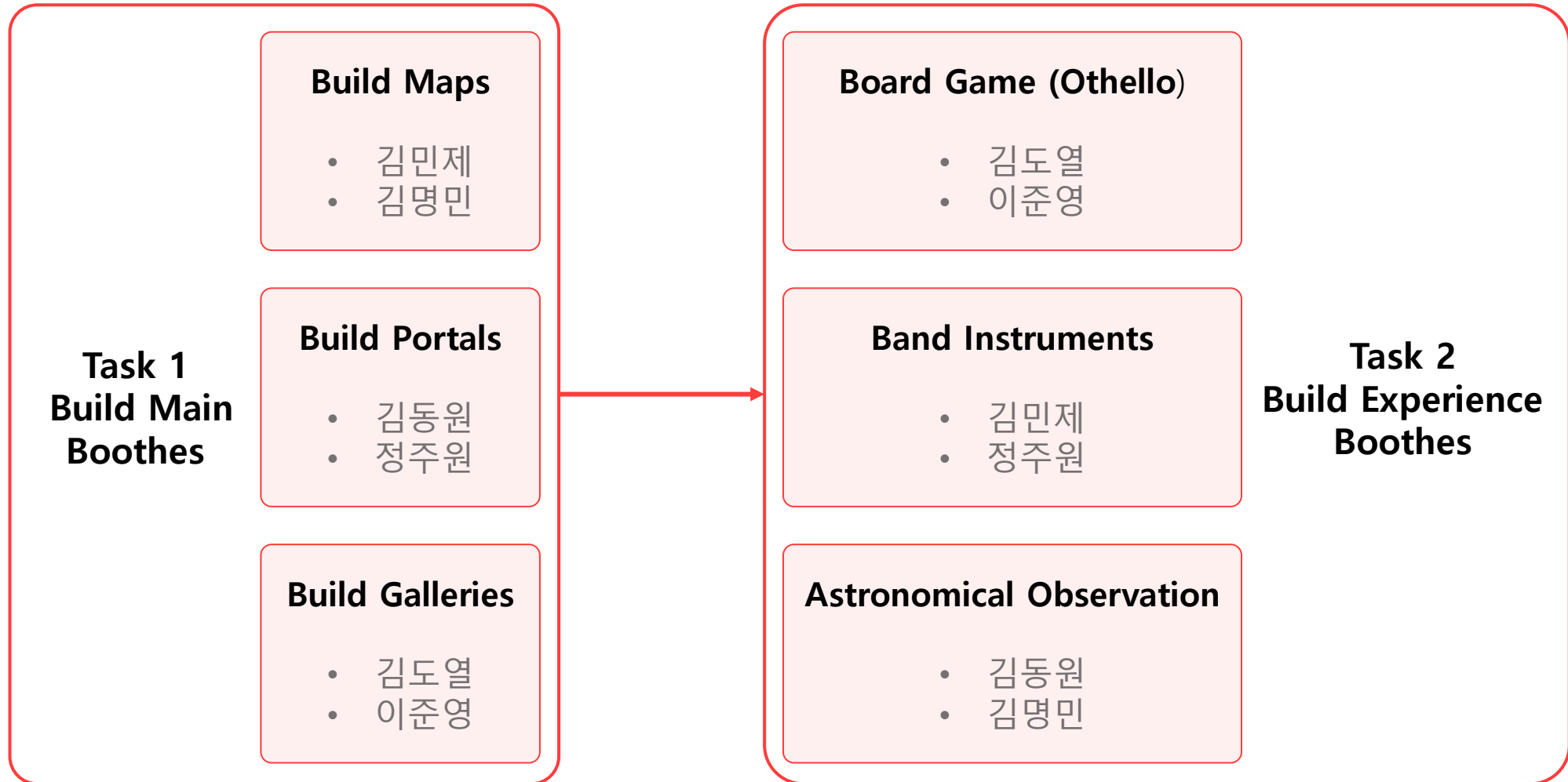
Look at **gallery including photos and videos** of previous activities of the club.

Move into new map and **experience the representative activity** of the club.

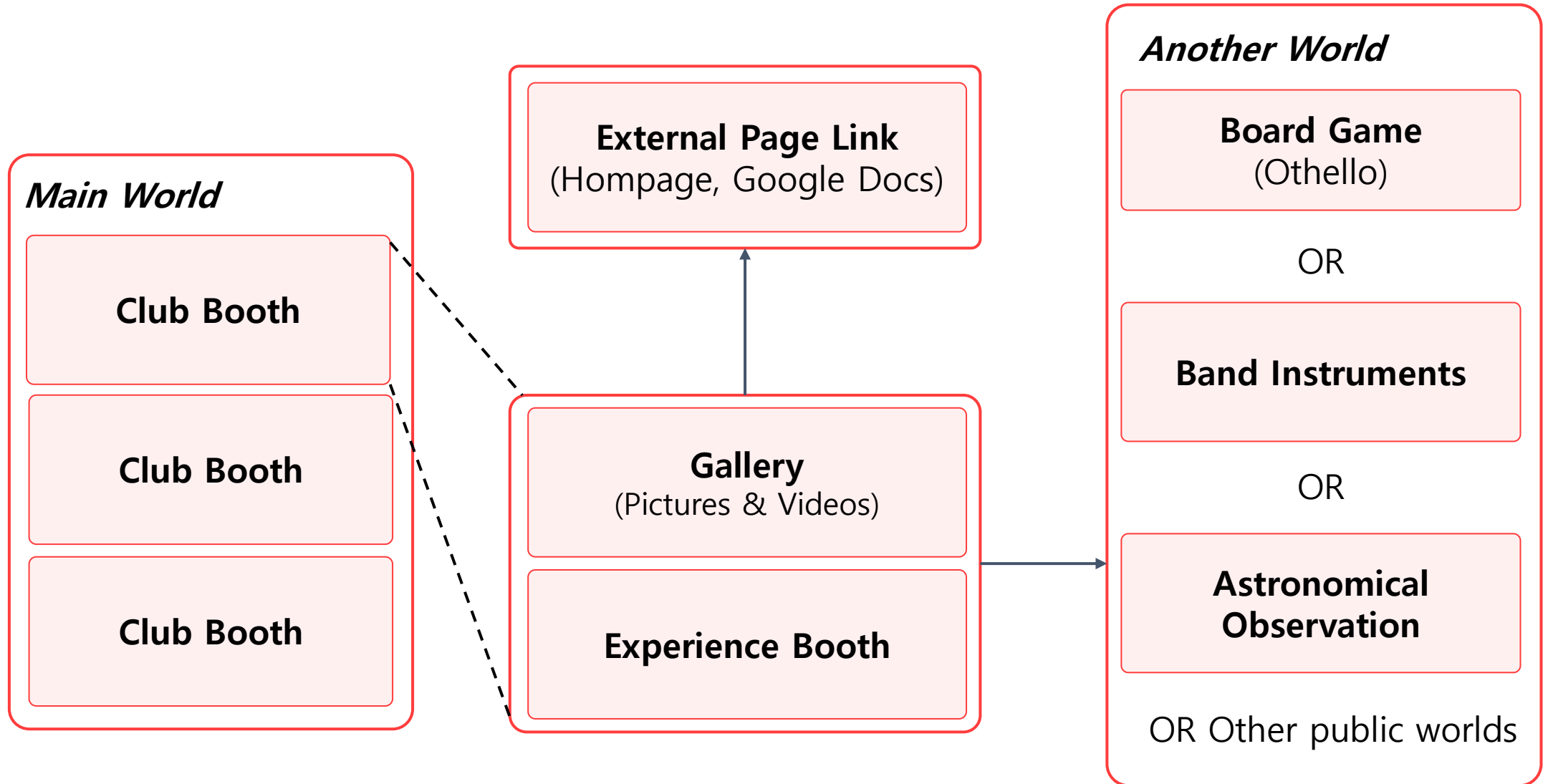
Apply to interested club immediately **in the interview room** through VRChat.

Explore
Experience
Apply!

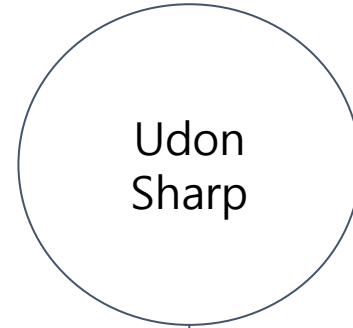
Team



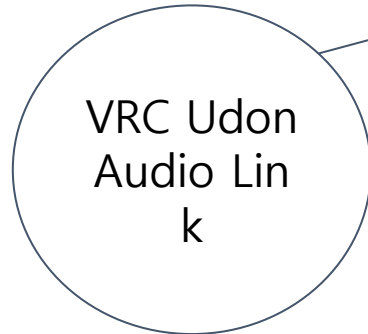
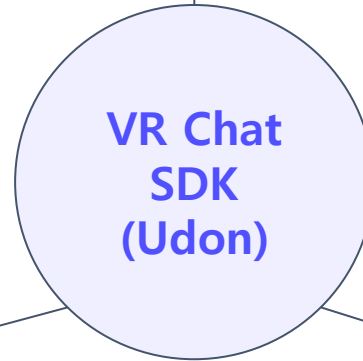
Architecture



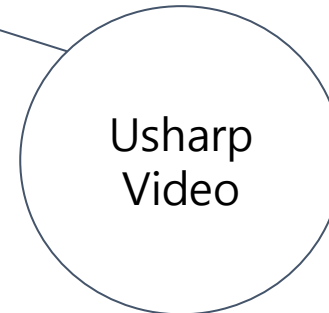
Development



Compiler which compiles C#
-like code into the Udon
assembly



Visualizes the MIDI sound
as effects



Improves the video player in
VRChat as that of Youtube
or other video players

Utilizes VR Chat SDK and 3 open sources in Github

Expectation Effectiveness

Club:

- Club's activity history or actual activities can be shown without space constraints.
- Interviews are available as soon as applicant apply without having to rent a separate interview place and go through procedures.

Applicant:

- Applicant can make a decision to join after experiencing club activities indirectly.
- Anonymity allows applicants to browse the various clubs with a lighter mind.

Expectation Effectiveness

Lack of information about colleges and departments among high school students

Practical challenges of holding college briefing session in every high schools

→ **Service can also be applied to college briefing sessions for high school students.**

Plan - Schedule

Week_5	Week_6	Week_7	Week_8	Week_9	Week_10	Week_11	Week_12	Week_13	Week_14
Development environment setting									
	Requirement specification								
			Task1 - design	Task1 - implement					
						Task2 - design	Task2 - implement		
<div> <ul style="list-style-type: none"> •Task 1: Build Main Booths •Task 2: Build Experience Booths </div>									world testing
									final presentation

Plan - Content Explanation

Development environment setting

Installing IDE, SDK and using open-source components and testing

Task1 Design

Default main world (booth area and rooms) design

Task1 Implementation

Common functionalities of booths (video introduction, interview room, etc.)

Task2 Design

Experience world (booth experience worlds) design

Task2 Implementation

Each required experience functionalities for booths

Thank You!