



## Project Proposal

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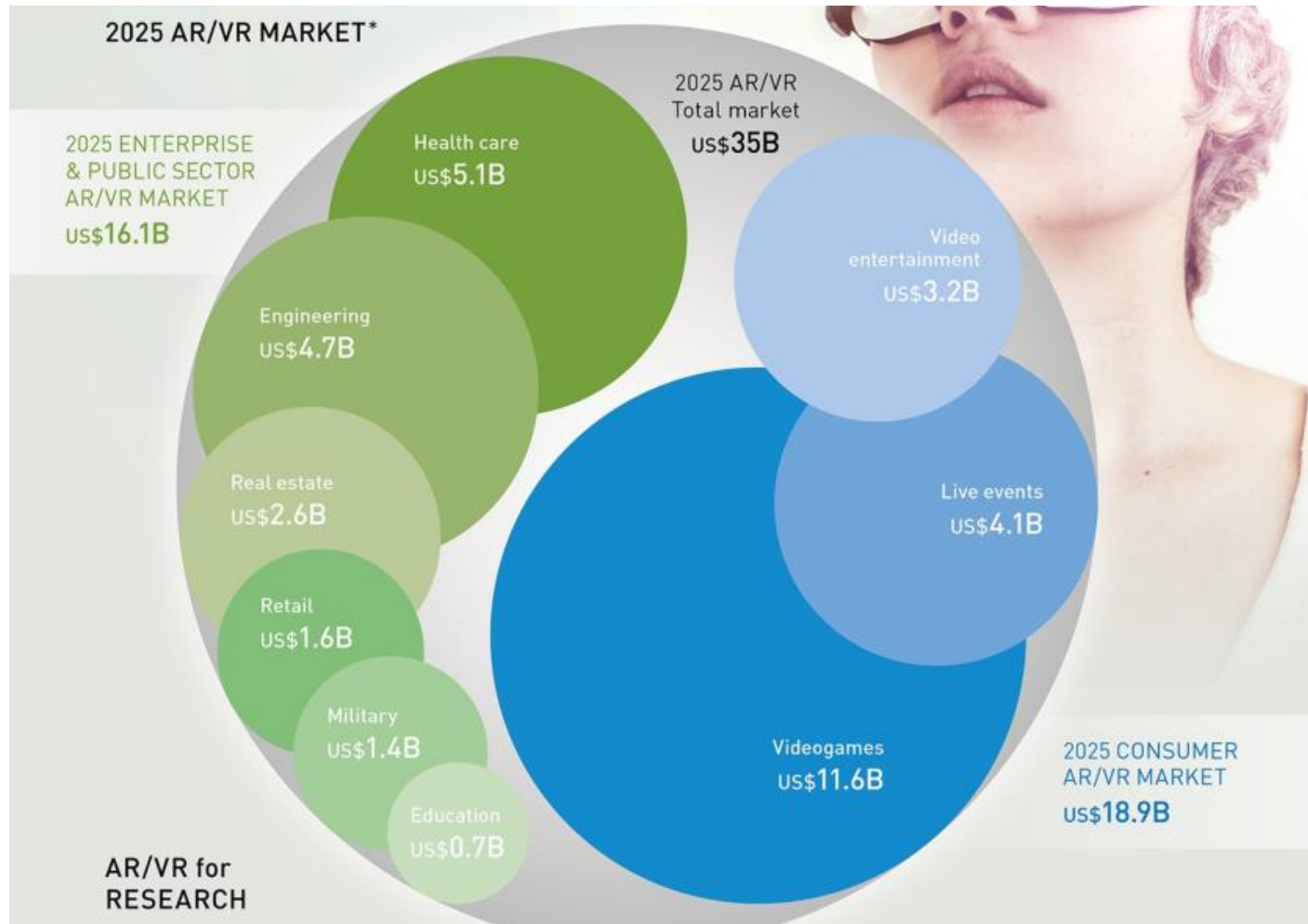
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# 1 Metaverse

Predicted Market Size of Metaverse(AR/VR) in 2025



The Metaverse market is growing rapidly in various technological fields

As a result, the global metaverse market size is expected to grow from \$30.7 billion in 2021 to about 296.9 billion in 2024.

# 1 Metaverse

## VR Applications

### Healthcare

Surgeons operate in VR to practice difficult procedures ahead of time



### Entertainment

Fully immersive cinematic experiences (Virtual stadiums, Concerts, Theatre)



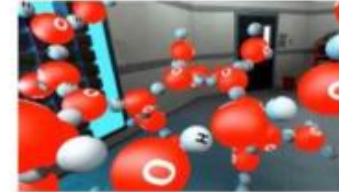
### Manufacturing

VR Headsets used to experience, build and inspect prototyping designs



### Education

Virtual classes to observe historic, natural and architectural sites to drive deeper subject engagement



### Charity

Charities are allowing people to experience first hand hardships such as war, poverty and natural disaster for a deeper impact



### Sporting

Coaches using player point of view simulations to train teams, devise plays and re-visit past games



### Military

Virtual combat simulations are used to train soldiers before they are deployed in real life



### Travel

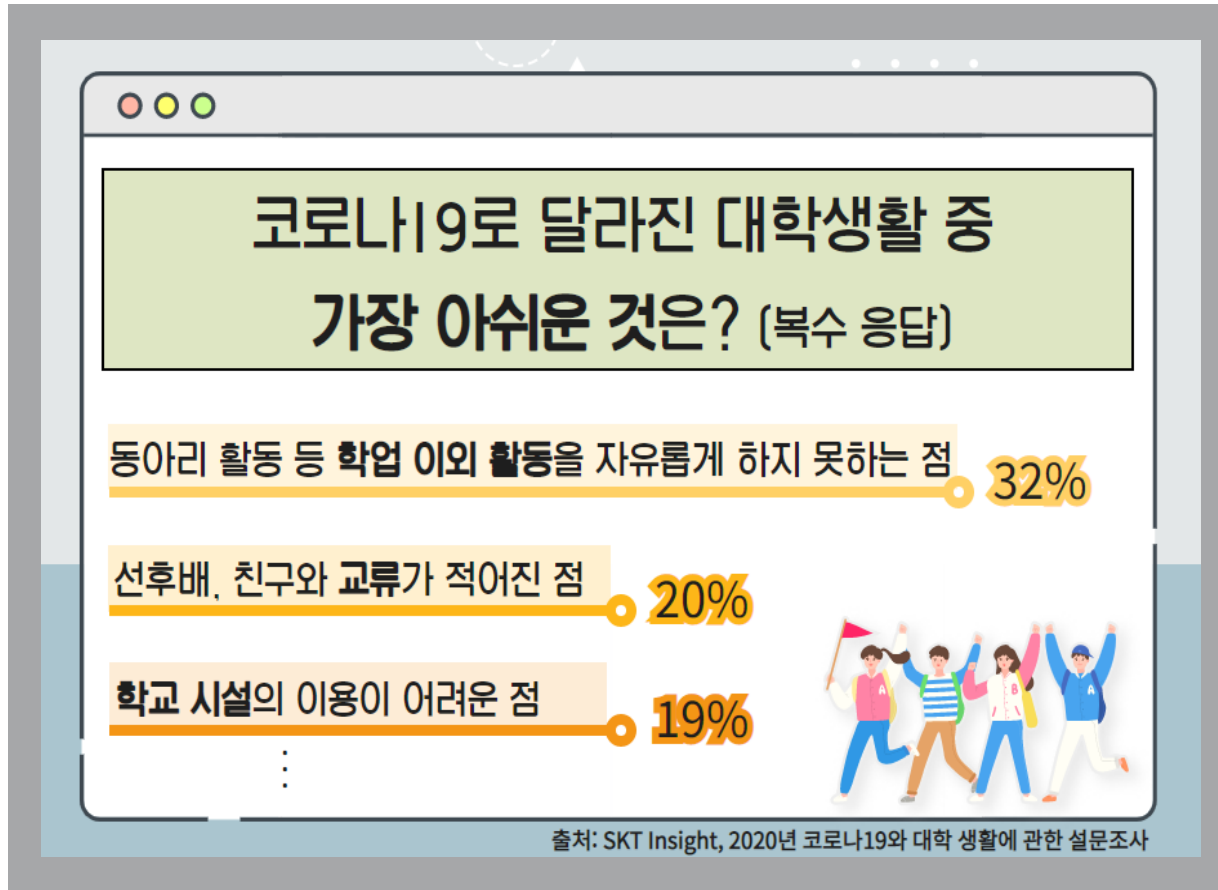
Travel agencies let customers experience destinations in VR before they book, from views such as helicopter or submarine



VR application is Not only gaming...

- used in a variety of industries related to training or new method of introducing a concept or experience to user

## 2 Background of Topic Selection

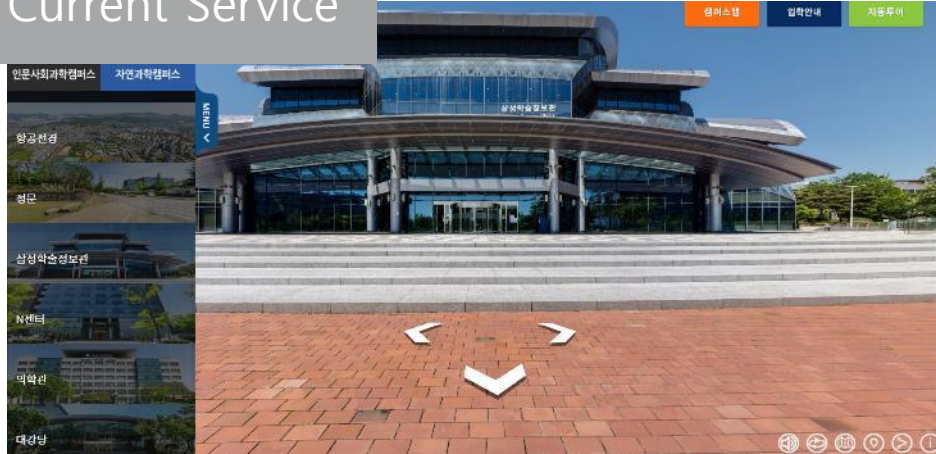


### Emotional Distress of Students Due to COVID-19

- One of the main causes of distress is inability to experience or properly use school campus
- Also, decrease in exchanges between seniors, juniors, and friends in campus is main reason of distress

## 2 Background of Topic Selection

### Current Service



### Limitations of VR Campus Tour

Certain universities offer VR campus tour services, but only limited functions such as simple road views and recorded voice provision.

### Our Topic



### Campus Tour in Metaverse

Therefore, through the VR Chat platform, we choose campus tour in metaverse that allow not only campus tour but also exchanges with college students with voice.



### 3 Expected Effect

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#### Activating online campus tour responding to COVID-19

##### Freshmen



Indirect campus life experience  
through campus tour

Building relationships with fellow  
students using the communication  
function

##### FG & Alimi



Holding university promotional  
events for outsiders

Holding campus guide events for  
freshmen

## 4 Detailed Implementation : World Design



### World-Base Avatar's Movement

In order to express the real campus tour, it will be implemented by moving avatars freely within the world, not through portals.



### Tour based on Exterior

- Focus on introducing information rather than activity inside of building
- Activities on the campus's own site will be implemented when the development schedule is available.



## 4 Detailed Implementation : NPC



An NPC is placed in front of each explanation place so that you can hear explanations about the place while walking freely.

When interacting with NPC, pre-recorded voice files are played.

# 4 Detailed Implementation : Freshman Management



Free voice chat between students and FG.

Implement the ability to manage students for a smooth guide to FG.

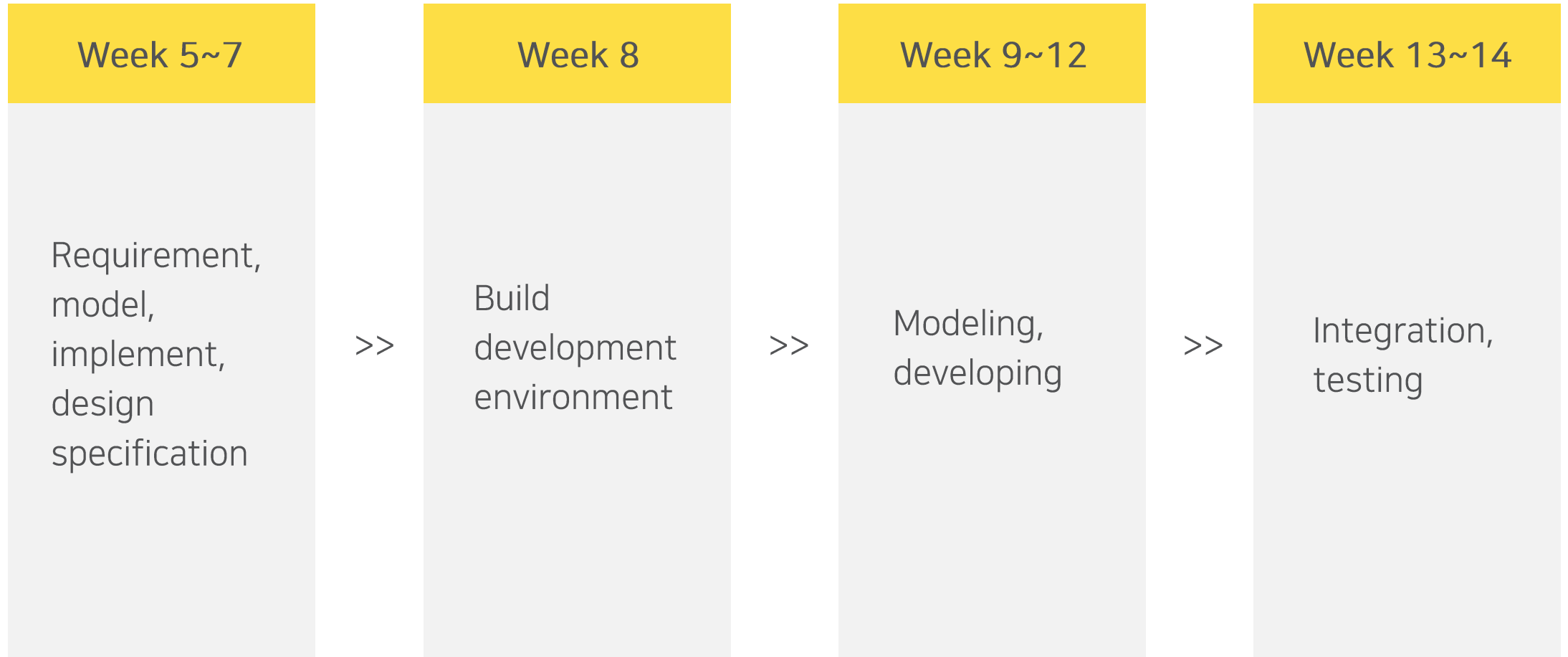
Ex) mute function

# 4 Detailed Implementation : Navigation



# 5 Plan and role

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Modeling

권준희  
박성원  
김휘원  
한정우

Unity

박수현  
김태현  
김장훈





**Thanks!**