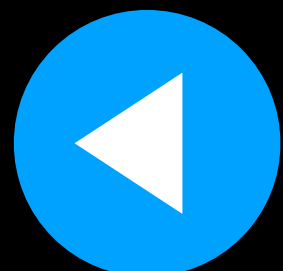Major Research Paper

Virtual Reality (VR) and Cultural Heritage: Learning Kowloon Walled City from a VR experience

This research project explores the use of Virtual Reality (VR) to reconstruct lost historical sites to preserve tangible and intangible heritages with the goal of fostering cultural knowledge to the public. This paper describes the design and development of a VR application for cultural learning in exhibitions and museums and aims to identify the advantages and challenges of using VR as a learning tool. Maintaining authenticity, high level of realism and ease of use were the three main focuses in the development of this application.

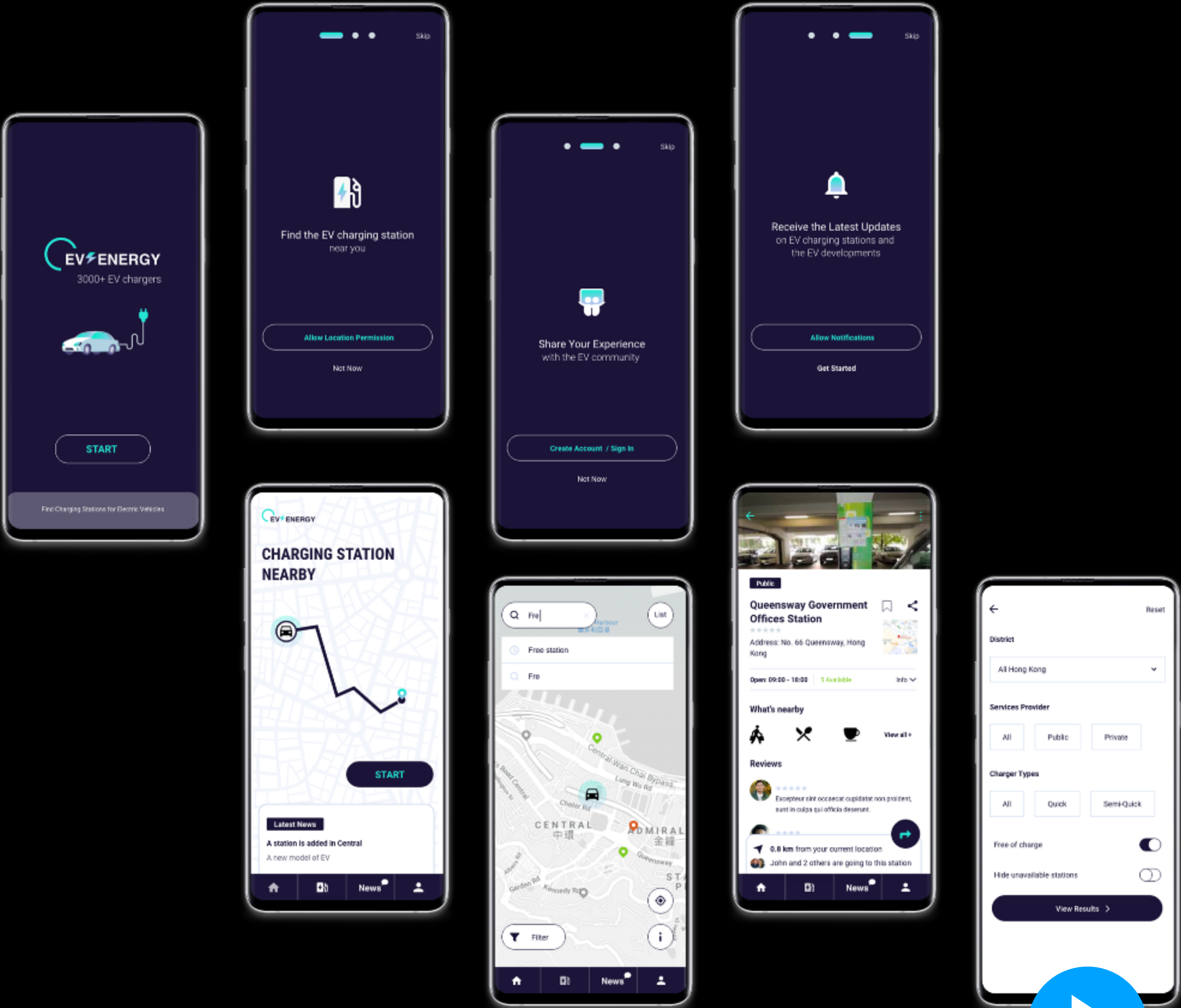[Watch player's experience video](#) ➚

User Experience

EV Energy

It is about designing an app to help the users finding the electric vehicles (EV) charging facilities easier and provide a centralized and user-friendly EV information sharing platform. It aims at promoting the adoption of EV.

View this project ↱

View this app ↱

Stella Ma

Multimedia Producer