Introduction: Include a strong concept statement describing your project and the problem it is trying to solve/experience it is trying to facilitate. Be sure your concept statement includes clear descriptions of both your concept and form. Why did you choose this form to express your concept? Your concept statement focus more on process than finished form, this section should clearly define the overarching questions that have guided your work.

After I introduced my interest in working with VR between Thesis 1 to midterm Thesis 2. I finally started to develop platforms that are related to my program in school.

The thesis show is quite important to students and sometimes it's frustrated to display the project in such a small place. Students are allowed 3 days to exhibit their works but the website can capture all the details and archive them in the future

Problem:
What kind of concept makes the show more memorizable? Consider the environment and the interaction
How do I help the guest enjoy the thesis show better?
What if students want to archive it and show it to their friends/family/recruiter later?

Goal:
From a broad idea such as designing a VR museum in Thesis 1 to consider carefully the MVP, I decided to create a virtual school website that allows students to display their artworks or projects in a unique room. This website supports all recently graduated student and allow them to host everything while not worrying about the installation.

Process:
At first, I thought about the accessibility of virtual space vs physical space, and how people would want to explore it in the immersive environment. Then I started to organize everything in the order - Research, Affinity Map, Design & Prototype, and final Testing.

Impetus: What led you to undertake this project? How did your life experience, identity, politics, beliefs, mission, interests, aesthetic values and/or past work lead you to this work?

Throughout my time in school, I learned about cool technology that improves human society and it was game-changing in the Virtual Reality world. This concept is not new anymore but it starts converting slowly everything to Metaverse and requires our generation to adapt to it. Metaverse, NFT, and Web3 is the most interesting area that leads me to work on this thesis because the tool is already developed and now waiting for us to explore it.

Audience: Consider any/all of the below prompts: Who will see/use/appreciate your project? Where will they see/use/appreciate it? Give us a detailed description of the target audience. This can be a wide range of people and institutions including industry, art, and not-for-profit organizations (Curators, Foundations, Fellowships, Grants, Banks, Tech Start-ups, Angel Investors). Give us a description of the target audience (example: college students from urban centers or children between the ages of 7 and 10 from affluent homes?) Describe what the audience loves, hates, etc. Describe how your audience/user will use your project (Make User scenarios and User Personas).

This project is dedicated to all my friends from The New School and to all of their audience too. The project has an accessible platform that everyone can access without physically being there, not to mention it will support better if you have a VR headset but totally you can see it on a normal website application.

So far the testing was running between me and a couple of friends in the class, it was not ready for the public but I got so much positive feedback from them. Some of it was the new platform that our design department needs to update our school portfolio website (BFA and mfa.parsons.edu)

Also, this website can attract many recruiters while they see the. On the site, there is contact information that connects directly to students and alumni.