



VRCADE



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Design Concept

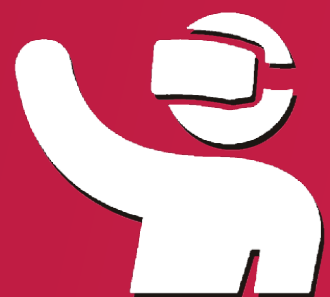


Drawing on previous work on intergenerational interactions in dementia care.

- Using media to support social interaction with people with dementia

Addressing physical limitations on using media as a resource in group settings.

Celebrating people with dementia rather than focussing on a loss.





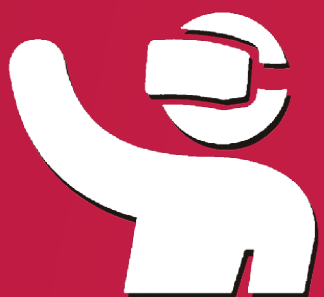
Overview



Group Activity for a care home, set in a virtual field.

People will solve tasks together and share experiences, through interacting with arcade machines.

User's will pull the handle on a slot machine, which will generate a task for the group to complete



Use Case



During a group activity in a care home, residents will enter the virtual environment devices like Google Cardboard headsets or an Oculus Go, and will be able to see one another in the environment.

A facilitator will pull the lever on the slot machine, showing a random task. Users will then collaborate to complete the task.



Tasks can be:

- Songs to sing along to
- Guess the place
- Solve the riddle
- Share a joke

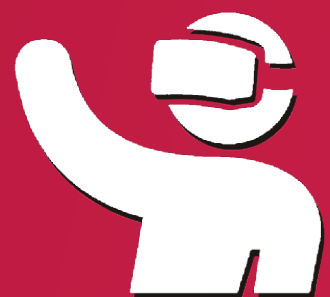
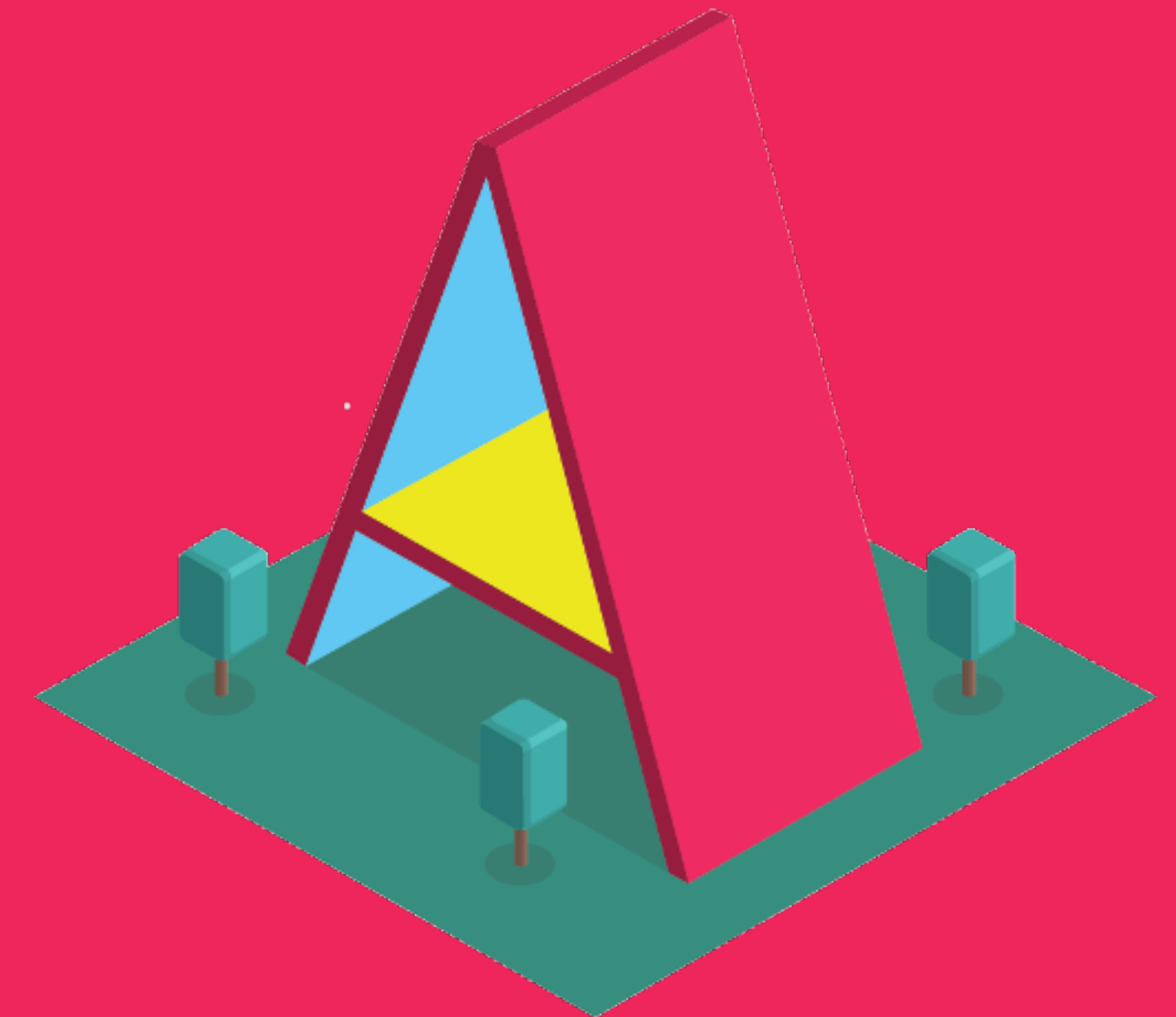


Implementation



Developed using A-Frame to demonstrate a basic environment.

- Showing task generation and displaying video picture content.
- Designed for VR software that does not require a controller. (Inclusive for individuals that have restrictions on their mobility).

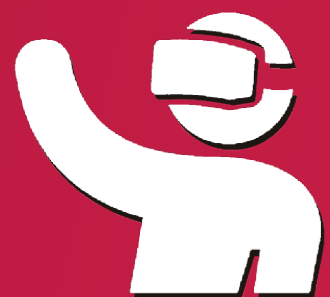


Next Steps



Next steps to realise the concept:

- Add support for multiple users
- An interface for generating tasks for the group activity
- Redesigning the scene.

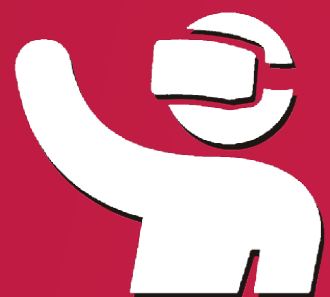


Reflections

Difficult to decide on appropriate interactions for group settings and people who may not be as mobile.

What is the appropriateness of moving between environments, is it too disorientating?

Would this be better suited as AR?



Thank You



If you want to fix our code, go to github.com/wel-shy/varcade