What is it?

'Ambulance Simulation' is a serious VR experience developed in cooperation with the ambulance care in the province of Groningen, The Netherlands. The goal of this simulation is to make paramedics more experienced with stressful situations regarding children with severe burn wounds.

Inside this simulation, we have primarily focussed on the interaction between the paramedic and the in-simulation characters. This is achieved by requiring the player to use speech. On this, the simulation will respond with audible feedback.

To prevent repetition after multiple playthroughs, the burned area is procedurally generated and a large variety of in-simulation characters.

What did I do?

Together with one other project member, I have been responsible for the creation and documentation of code in this project. During this project, I have primarily focussed on the generation of burn wounds and the implementation of functional and editable speech recognition.

[Click here for the sourcecode highlights!](https://github.com/willem88836/Portfolio_Willem_Meijer/tree/master/Ambulance_Simulation)