What is it?

IntoReality is a video editing tool developed in cooperation with the [Hanze University](https://www.hanze.nl/nld/onderzoek/innovatiewerkplaatsen/digital-society-hub/organisatie/overzichten/nieuws/intoreality-studenten-communication-multimedia-design?r=https://www.hanze.nl/nld/dashboard/studenten&tl=true) – School of Social Studies (SASS). With this tool, interaction can be added to 360-degree videos (e.g. multiple choice menus). This tool is specifically designed to make sure users without an extensive digital skillset are still able to use it – in other words, simplicity is the cornerstone of the design. With this tool, the students and lecturers of the SASS are given the opportunity to easily create interactive 360-degree video material to use for educational or entertainment purposes.

What did I do?

During the development of IntoReality, I have primarily taken part as a software developer. Secondary tasks I have taken part in are the tool’s design and testing. The application consists of two independent programs: the video editor (PC) and the video player (Oculus VR).