

Virtual ZOO!



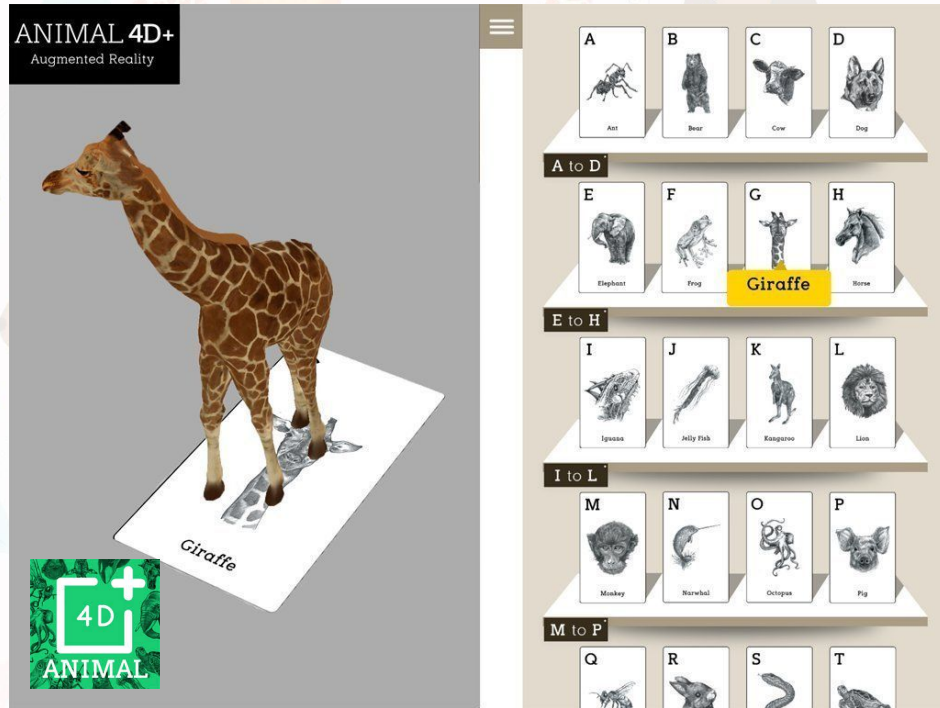
Yuke
Biyang +
Yiting

Download **Metaverse** from App Store and scan
this barcode to preview

Demo: Metaverse



Comparison with Animal 4D+



Advantages:

- Combination of AR and VR
- 360 video shows living environments of animals
- Includes background narrative music to teach kids of animal's feeding habits

Disadvantages:

- More delicate 3D models
- Interactive animation
- Physical object (cards)

Target Users

Kids:

- Understandable language (narrative)
- Approachable user interface
- Cute Image with bright color
- Simple storytelling (prevent from information overload)
- Fun to use



Learning Goals



- Assist with knowledge building
 - Zoology
 - Learn about different types of animals. (habitats, skin patterns, habits, etc.)
 - Engaging different senses (audio/hearing, visual, touch)
- Ignite kid's love towards animals
 - Get close-up views of the animals
- Make learning experience more fun and efficient
 - Time saving and make it possible to have a virtual immersive experience to learn about animals

Cognitive Considerations - Learning Theories



Constructivism - learners actively imposes organization and meaning on the surrounding environment and constructs knowledge in the process. (Reiser & Dempsey, 2010)

Cognitive Information Processing Theory - learning is mostly a matter of going from the outside in. (Reiser & Dempsey, 2010)

Situated Learning - knowledge and understanding is fundamentally a product of the learning situation and the nature of the learning activity (Lave and Wenger, 1991)

Social Considerations



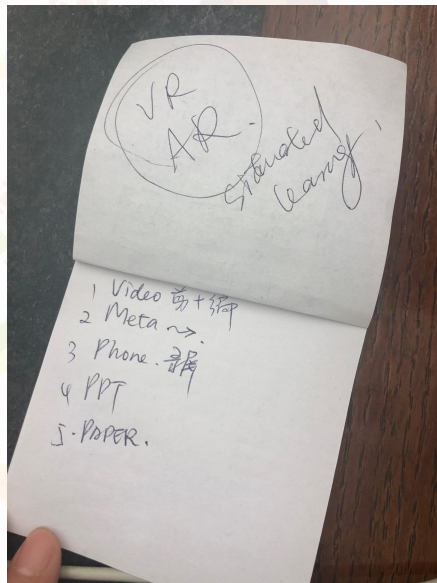
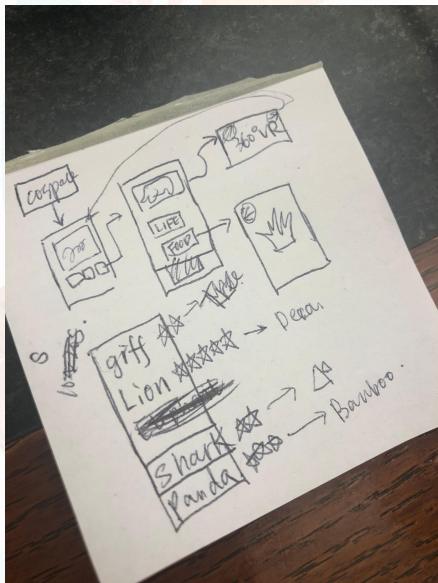
Potential uses:

- Assisting classroom instructions
- Informal learning (ex. learning that occurs at home)

Relationship with the Nature:

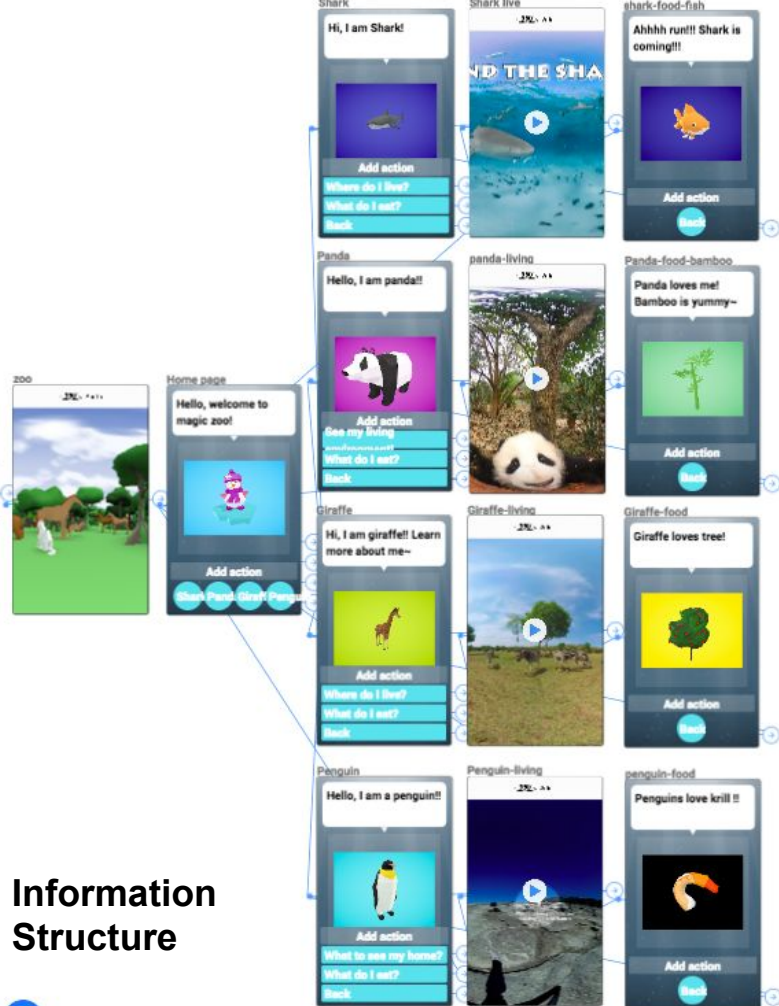
- Getting familiar with different animals that live in this world

Design Process



Paper prototype

- Animal choosing
- Structure: skeleton



Information Structure

Featured Functions



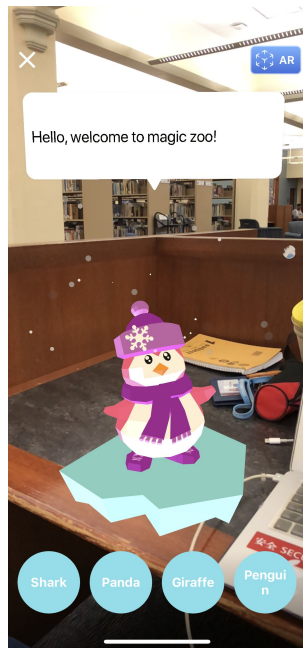
Immersive Experience:

- Animals 3D model
- Animal sound
- Living environment - Available for Google cardboard (VR mode)
- What do they eat + introduction
- Combination uses of VR & AR

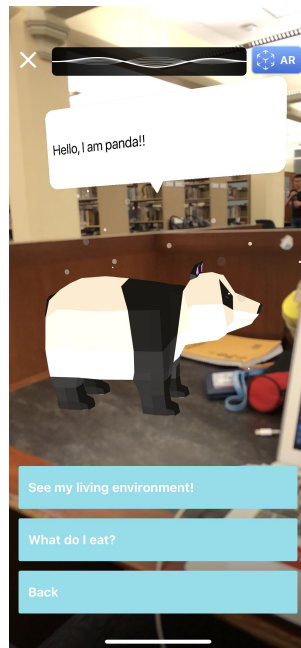
User Flow



1



2



3



4



5

Thanks



Final project AR/VR
Metaverse Experience