SPACE FOR SCHOOL FESTIVAL

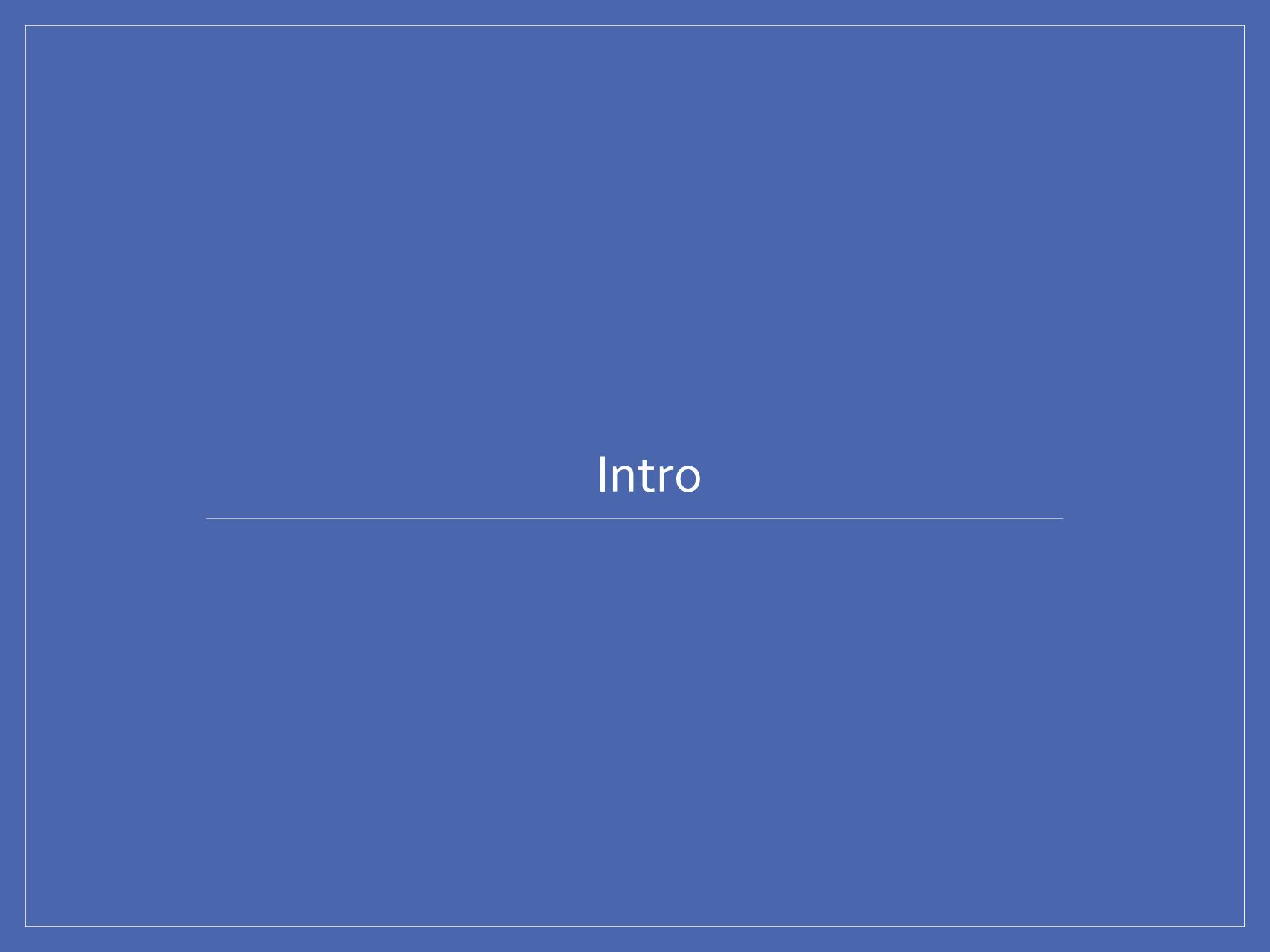
PROJECT PROPOSAL

Team #16

강경운, 강승구, 남궁수, 서유영, 안정복, 윤혜진

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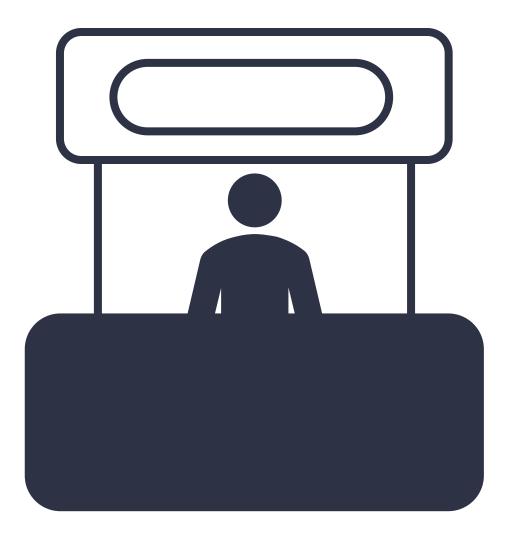


Topic

- Space for School Festival
 - Smart campus in Metaverse
 - Can hold or enjoy school festival in VRChat platform



Festival Stage



Exhibition booth

Background

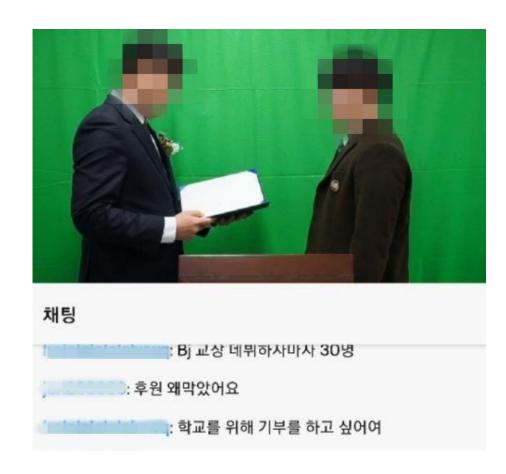
- Covid 19
 - Prohibition of gathering
 - Increase of non-face-to-face class
 - Failure of holding real school festival
 - Decrease of interaction between students



Highly infectious COVID-19

Background

- Limits of existing Online School Events
 - Mostly via live streaming platform
 ex. Youtube, Twitch
 - Just watch the live streaming Not participate like real events
 - Only can chat or donate





Commencement ceremony via Twitch

Purpose

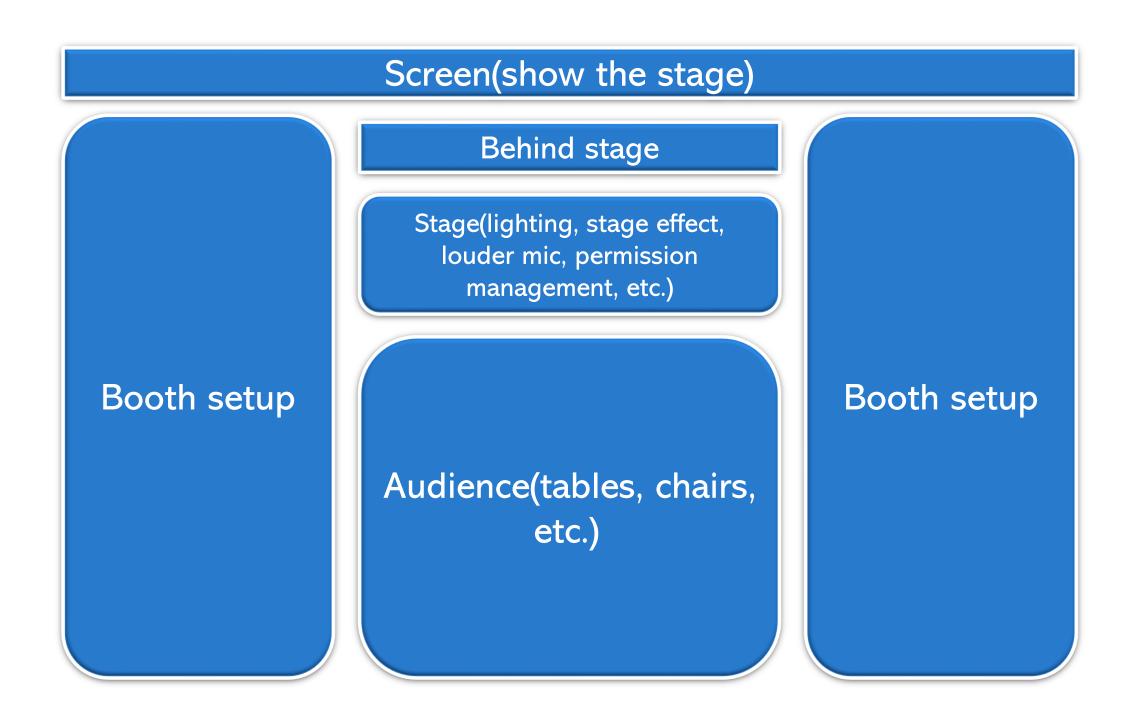
- Provide a Virtual Space
 - Can communicate and interact in face-to-face
 - Even if they do not meet in person
 - Anyone who is the member of university can easily access
- Provide a Service
 - Exceeds the limits of existing school festivals using live streaming platform



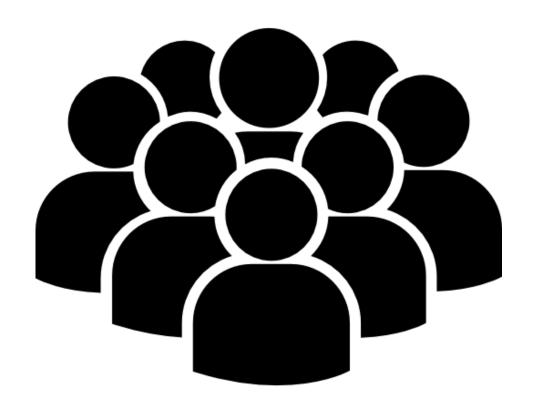
Metaverse entrance ceremony of Soonchunhyang university

Sketchup

Can enjoy school festival using VRCHAT



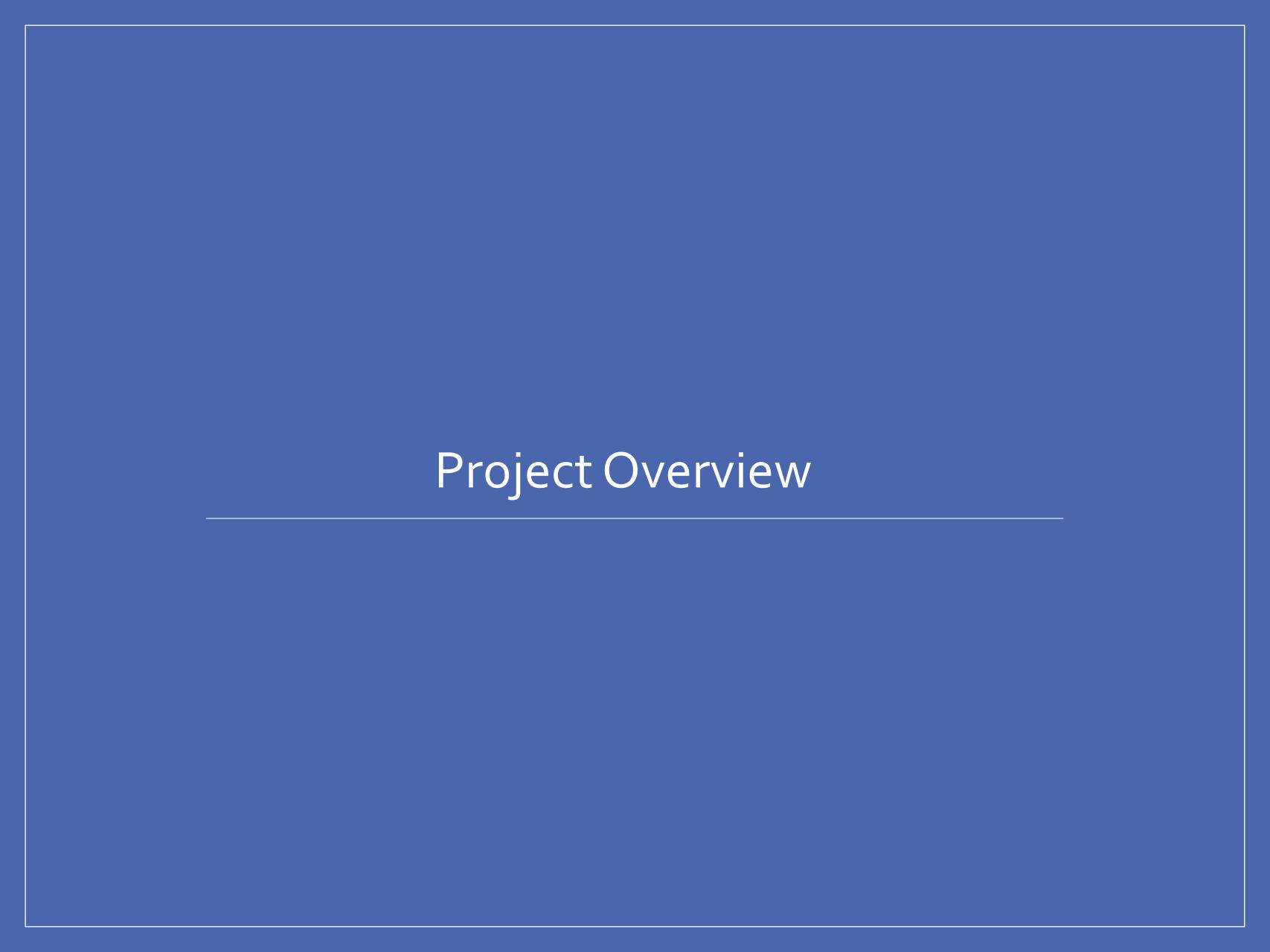
Targets



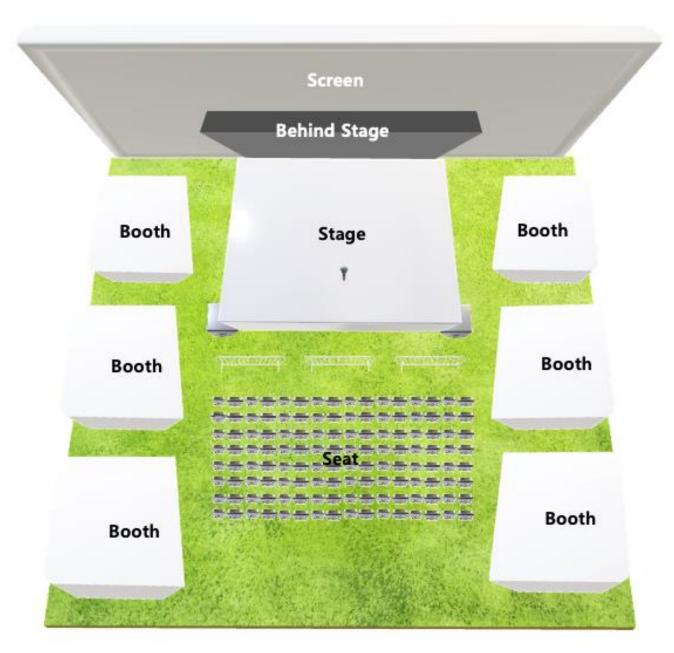
Students



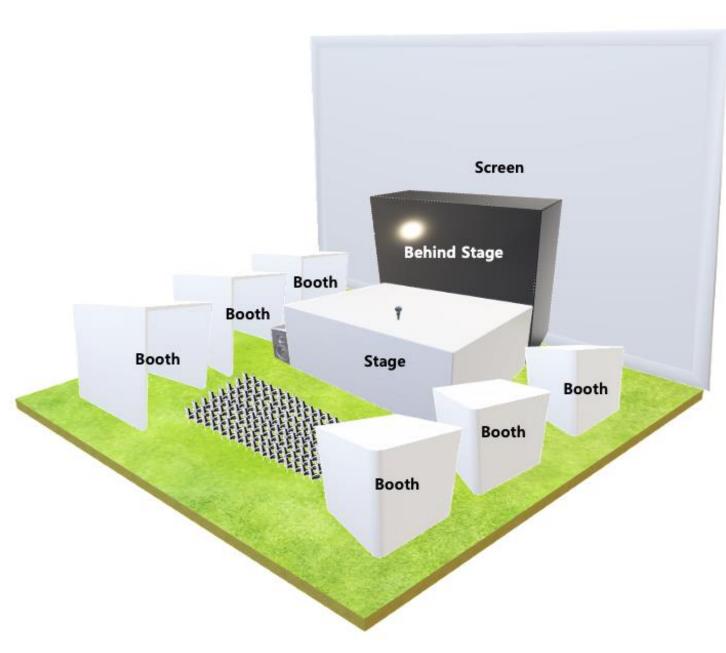
University



Our Goals







Services

STAGE



Main Stage

- We're going to hold an event
- There's a raffle every certain time
- Participant's performance

Behind Stage

- A space to prepare for the event.
- Only certain users can enter

SCREEN



Screen

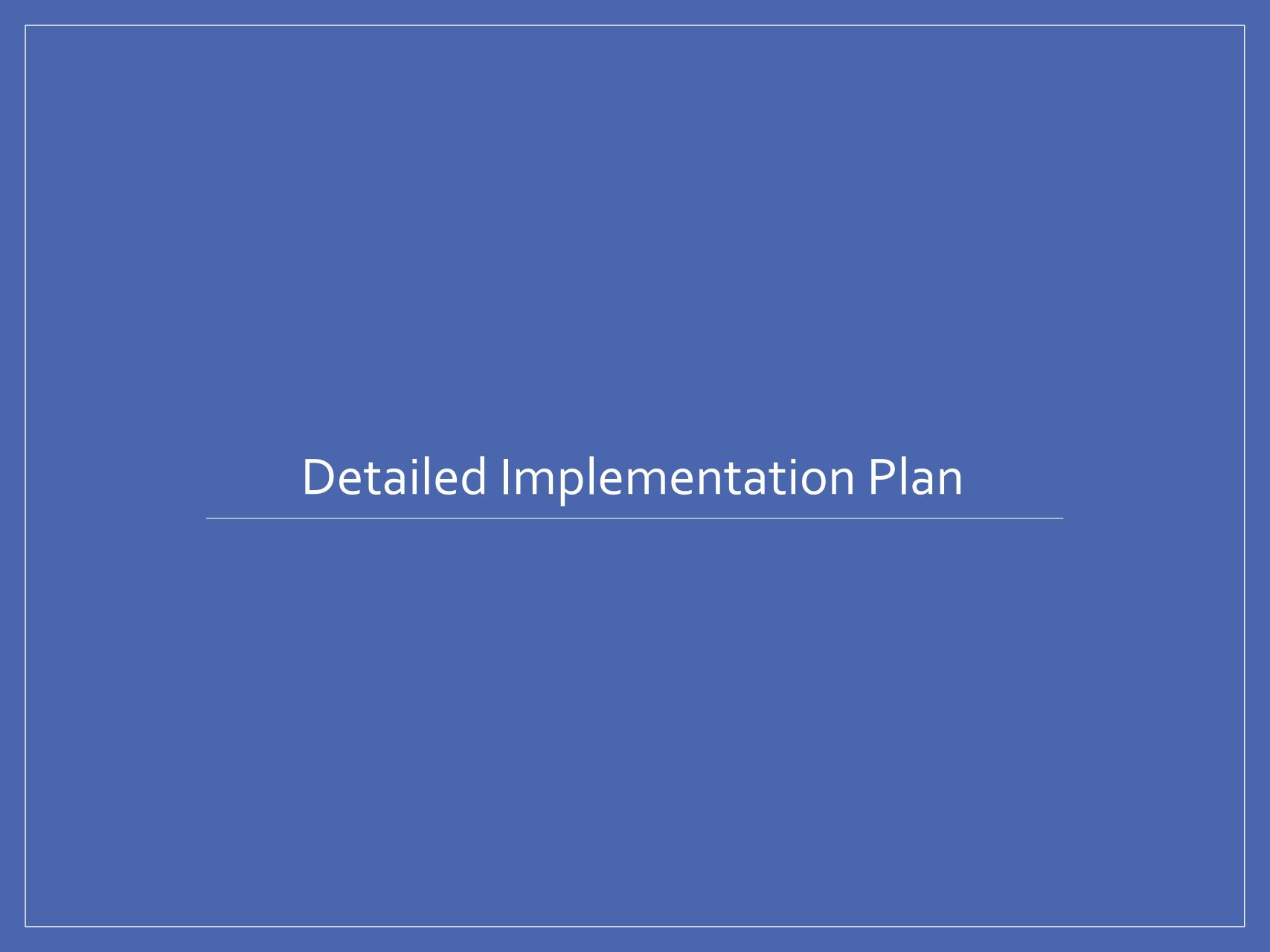
- Stage broadcasting
- Display the schedule at both ends of the screen

BOOTH



Booth

- Each booth will host a different event
- Ex. Game booth, Giveaway booth



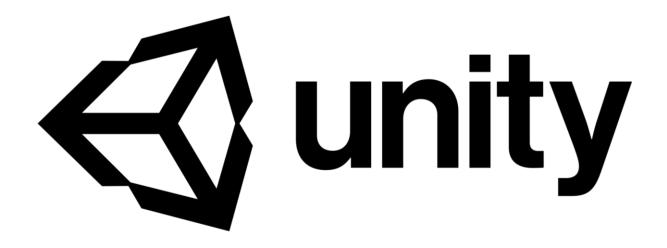
Using Technology



VRChat

Virtual reality-oriented voice chat software

Easy to custom VR objects



UnityGame Engine

WYSIWYG tools
Easy to build
Asset store

Using Technology(detail)





VR Chat

VR Chat is an open world multi-platform game that allows you to communicate with various people in the form of various avatars on various maps.

The feature is that users can create their own maps, so they can play in a space with a variety of purposes.

Picture below is the example of map for the lecture, and we will use this for the platform of our project.



Unity

Unity is the video game engine.

Maps and avatars of VR Chat can be created through the Unity Engine, so we plan to proceed with the development through Unity Engine.

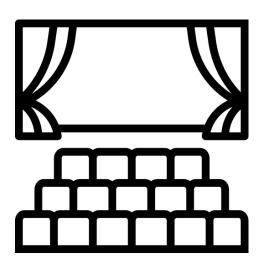
Functions to be produced for each object

SCREEN



- Divide the screen into three zones
- Middle screen : enlarged video of the main stage
- Side screen : schedule table

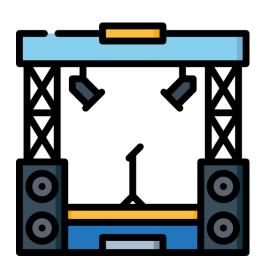
Audience



- Chairs and table that users can interact with.

Functions to be produced for each object

Main Stage



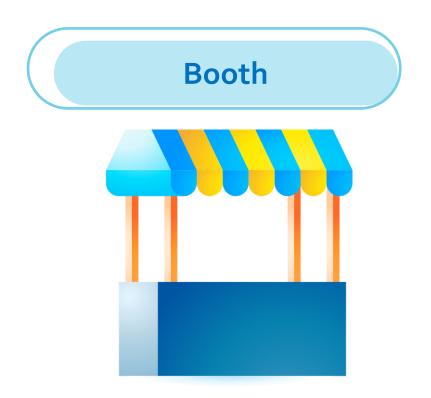
- Implementation of a microphone with sound amplification for progress
- Implementation of objects required for performance
- Implementation of objects for lottery events

Behind Stage



- Waiting area for people who will participate in the main stage
- It is planned to be implemented to create a dramatic effect when it appears connected to the stage

Functions to be produced for each object

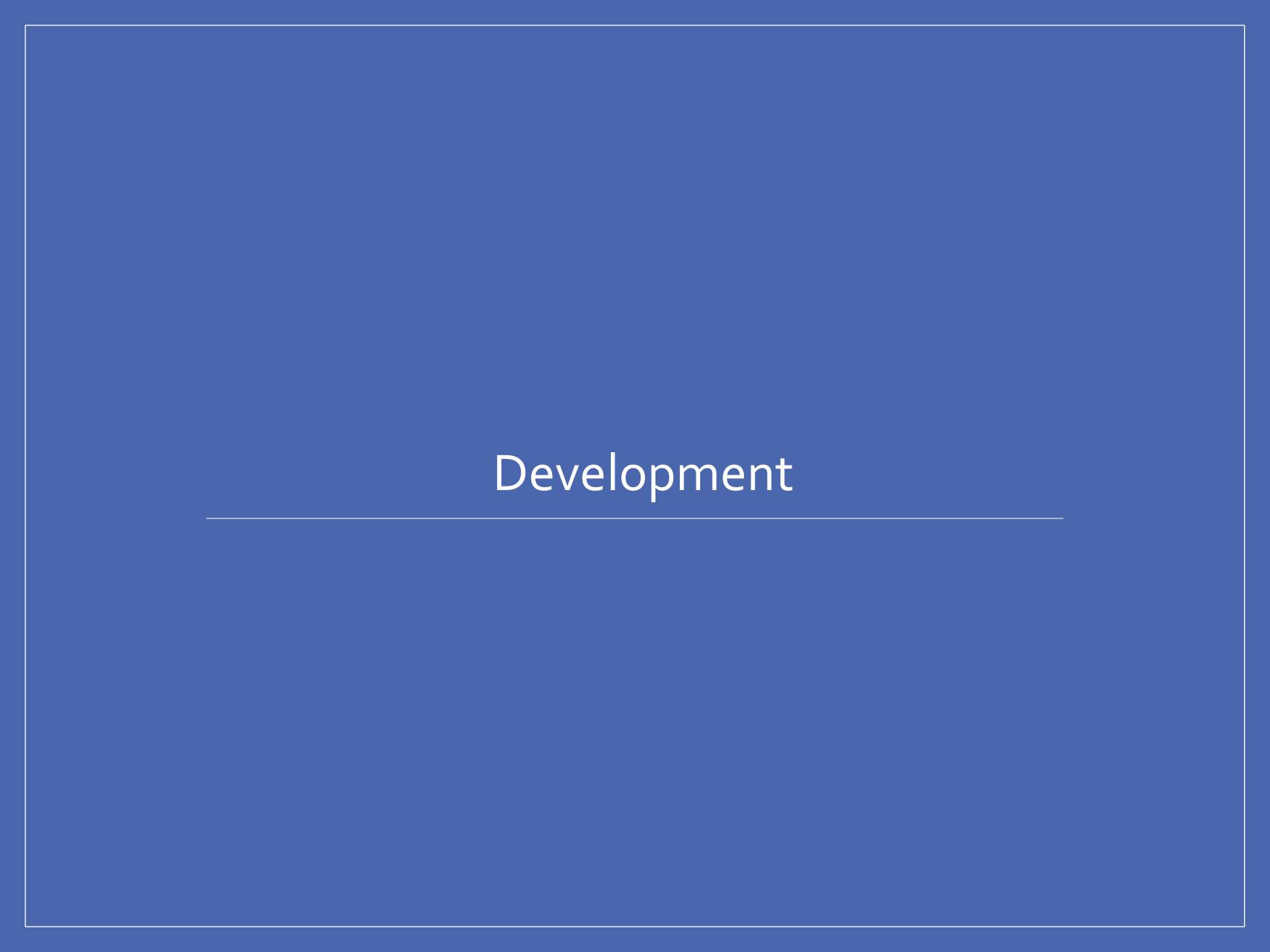


Off-Stage Functions

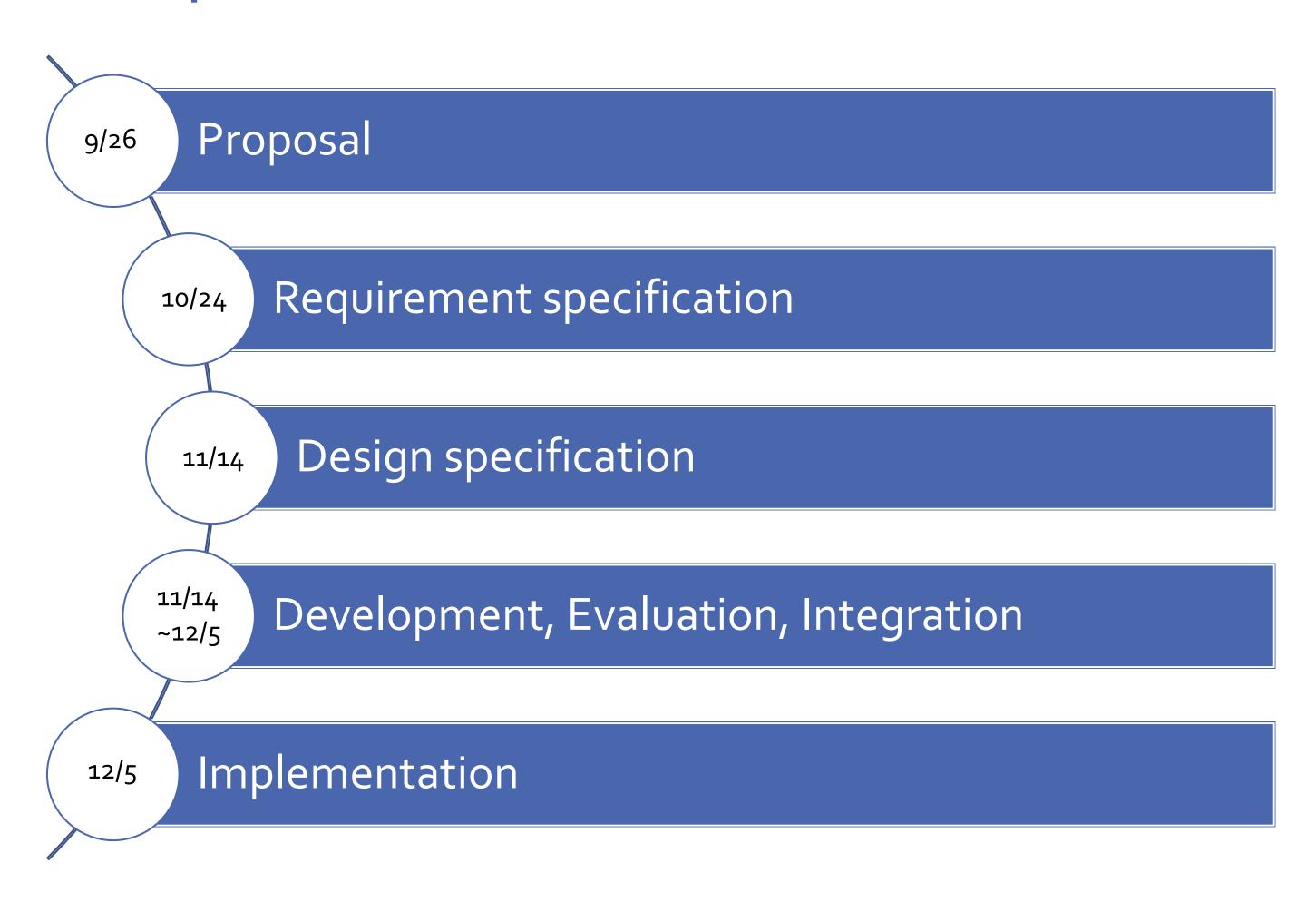
- Implementation of booth for various game
 - For example, battle of typing speed
- Implementation of booth for various events
 - For example, stamping from other booths
- In the future, more diverse and specific types of games and events will be developed



- Provision of information such as schedules and announcements upon entry
- Photo and video shooting function



Development Schedule



Role Designation

Develop ment

강경운, 강승구, 남궁수, 서유영, 안정복

Assistant, Report

윤혜진

Reference

- https://www.youtube.com/watch?v=egZ4GFftsU4
- https://unity.com/
- https://hello.vrchat.com/
- https://www.flaticon.com/
- https://coronavirus.jhu.edu/map.html
- https://www.hankookilbo.com/News/Read/202001311734745958
- https://www.youtube.com/watch?v=1A559Hcr9og