The Technology and Innovation

- VR
- Unity 5
- Motion tracking

Community/Industry Impact and Value

- Gaming, allowing people to experience virtual reality. A game is no longer an active passive video on a screen. It is now around you, an experience that engulfs your reality, changing the perception of it.

- With a new level of immersion, learning material can become engrained into games allowing for gaming that not only is fun but teaches something too.

Community/Industry Engagement

- Optis Creative
- Computer Science

Team Composition

- Aigbe Idahosa (CCS illustration)
- Alex Hespenheide (Wayne Computer Science)
- Ali Sadeq (Wayne Computer Science)
- Kevin Nyguen (Wayne Computer Science)
- Tyler Brown (CCS illustration)
- Nicholas Judge (CCS Entertainment arts)
- Scott Kreutzkamp (CCS Entertainment arts)

Learning Experiences

- User engagement
- Creating an immersive experience
- Performance optimization
- Game networking
- Prototyping and testing
- Developing a game with VR integration

Further Research and Development

- To help the 10,000 hours spent gaming by the age of 21 mean something. Teach people skills with all the content they consume within VR.