



Build - A - Bot

A fun virtual reality robot building game!

How might we design robots that can help reduce stress?

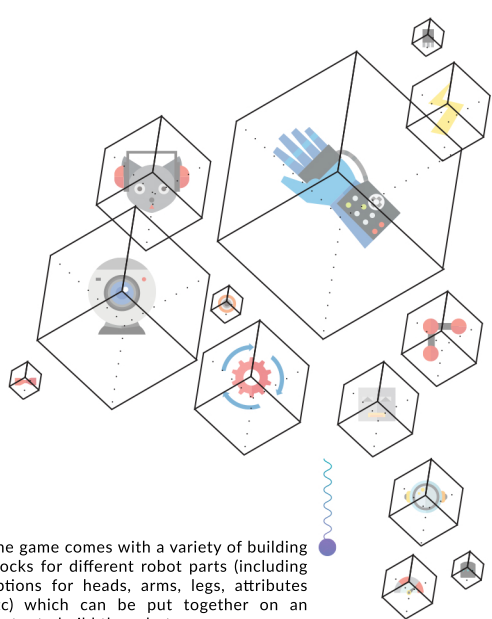
PROBLEM

Research shows that socially and emotionally, robots can help reduce stress. In order to provide robot as a tool that is successful in reducing stress, we first must engage in it's design to understand what kind of robots do people like and would like to interact with.

SOLUTION

Build - A - Bot is a fun robot designer game which provides it's players an engaging platform to build their own customized robots. This platform is build on virtual reality to eliminate the barriers of the physical world for it's players.

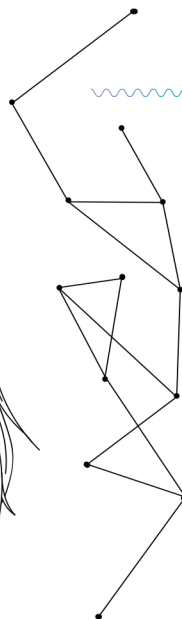
The game is built in VR to eliminate the resource constraints and provide the players with an immersive robot building experience.



The game comes with a variety of building blocks for different robot parts (including options for heads, arms, legs, attributes etc) which can be put together on an avatar to build the robot.



The game offers different virtual environments (classroom, island etc) for different experiences of 'presence'.



PROCESS



RESEARCH

Through our secondary research and literature review we came to know that robots can help reduce stress and the design of the robot plays an important part in it. Also, robot designing has a lot of resource constraints due to which very little is known about it.



IDEATION

In order to understand what kind of robots people like to build, 3 robot design ideation sessions were conducted in the form of a robot designer card game. Players were also offered different design environment cards in the game.



CONCEPT DESIGN

Based upon the results from robot design ideation sessions, storyboards and journey-maps were sketched using which the concept of the robot design game was created.



DEVELOP

Next the concept was developed in VR using the Unity framework to provide players with an immersive experience and eliminate the resource constraints for customized robot designing.



TEST

Finally the virtual reality robot designing game concept was tested for validation and heuristics.

