

EMPATHY VR



Using VR to extend empathy and emotional intelligence education beyond the classroom door, and shape children into well-rounded adults.

OUR PROCESS

RESEARCH

Research and expert interviews revealed a need and desire to continue children's emotional training outside of curriculum taught in schools.

VR lets children immerse themselves in a safe environment where they can repeat scenarios and bolster their skills at home.

DESIGN & IDEATION

Created a script and storyboards from bullying scenarios based on our interviews and existing curriculum to teach children how to handle difficult situations.

Validated our experience with feedback from our target audience and experts to influence our iterations.



PROTOTYPE

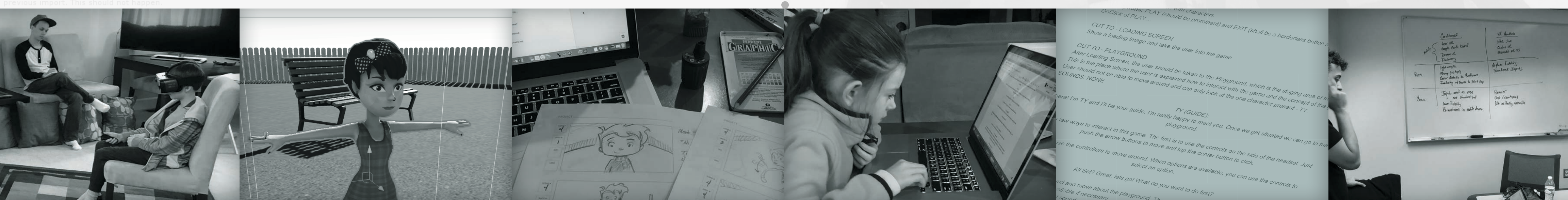
Developed a fully functional prototype to inform the design of the system, showcase the advantages of a VR experience, and refine our interactions.

Helped us better define the interactions between the user and characters.

VALIDATION

Conducted two days of usability sessions to test how children would interact with our prototype and retain information.

Children love VR and displayed no nausea or dizziness. They need more cues and repetition to better retain the information.



Ender Barillas
enderb@uw.edu



Mike Knauer
knauer@uw.edu



Nathan Ormsby
normsby@uw.edu