Tallulah!

Virtual Relaxation Environment For Teens

Helping reduce stress in the lives of teenagers using engagement i.e. collaboration and creativity within Virtual Reality.

Creativity and Collaboration in VR helps reduce stress in teenagers.

Process

RESEARCH
Design Session: Identified stressors: school, social activity, politics and calmers: food, animals, reading books and calligraphy. Concept Evaluation VR: Teens associated forest & winter season desirable for relaxation. Interactions with animals as well as painting within VR were also mentioned.

IDEATION

PROTOTYPE
3D Model Concept Validation: Teens talked about “biomes” like a forest, ocean or savannah and being able to drive through different biomes. Most prominent finding revolved around interactions with cute and harmless animals.

Burrow (Private Space)
Creativity: A teenager’s own space which they are free to personalize and are accompanied by an interactive animal companion.

Meadow (Public Space)
Collaboration: A co-shared space visited by all teenagers, where they create an object and place it as a part of their contribution.

Next Steps
New Biomes
Include different biomes such as forest landscapes, ocean, and savannah.

Animan Mix and Match Station
Build custom animals, fantasy animals and/or any other objects.

Driving Around
Explore the meadow and burrow environment while driving around.

Tunnel Transition
Transition from meadow to burrow and back through a tunnel.

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