Project Proposal

This is an educational solution for learning astronomy. The goal of the project is to develop a cosmos themed VR application that creates an interactive experience which showcases the power of VR in the field of astronomy education and scientific communication.We all know VR technology is powerful , but how it can serve education purpose is still not clear. This could be a multi-platform project that supports HTC VIVE as well as other VR android headsets. The target audience is children from kindergarten to grade 12. The students need to identify the shortcomings of the existing products and analyze the constraints of VR in terms of user experience and hardware to come up with a competitive and creative solution with high standard of usability.

Potential Platforms:

- HTC VIVE
- Android Mobile Platform (e.g Gear VR)

Suggested Features:

- Cross - platform play
- Multiple control schemes for the various input types and platforms
- Be able to browse and select planets and provide relevant information
- Be able to show the hierarchy of structures in the Universe and internal structure of selected planet
- Be able to visualize planet movement and history
- Good UX design
- A good storyline that fits in the learning process (for example, learning through solving puzzles)

Problem spaces to explore in this prototype:

- VR input styles
- UI/UX
- Positional audio