

ROAD AWARENESS IN VR

Assignment 7 Pitch

EXPERIENCE

- Interactive VR unity scene
- Motorcycle safety simulation
- Users will be able to control the speed and direction of their bike
- There will be a point during the experience where a car or object cuts in front of the bike
- Success will be based on their riding ability

TARGET USER

- Anyone interested in motorcycles or simply wants to try out the experience.
- Mainly targeted towards non-bike riders to show them the motorcycle point-of-view

WHAT WILL THEY GAIN?

- show that one of the biggest dangers for bike riders is the carelessness of other drivers
- Hopefully give the users an experience that will make them more situationally aware while driving

VR TECHNIQUES

- The benefit of using VR is that the user has the option to look around the scene
- I will set up visual or auditory distractions to test how focused the user is on operating the bike

PLAN OF ACTION

- ***If everything goes as planned:*** Create a scene in unity of a realistic highway in which the user will be in control of the motorcycle they are riding.
 - ***Issues:***
 - I will need to learn how to create unity scenes that are intractable in VR.
 - Setting up hand controls in VR may be more difficult than I expect.
- ***If things get way too complicated (back-up plan):*** The user will not control the bike but will act as a passenger. In this scenario, the bike will inevitably crash and information will be displayed afterwards.

HOW THIS APPLIES TO ME

- Designing a Heads-up-display for motorcycle helmets that focuses on rider safety rather than features.
- Creates another medium for me to bring awareness on motorcycle dangers
- Helps back up my thesis design