

Say “NO” to Bullying in Virtual Reality

Presenter: Olivia Tanner

Supervisor: Dr. Tanvir Irfan Chowdhury

Mentor: Brooke Marshall

Objective

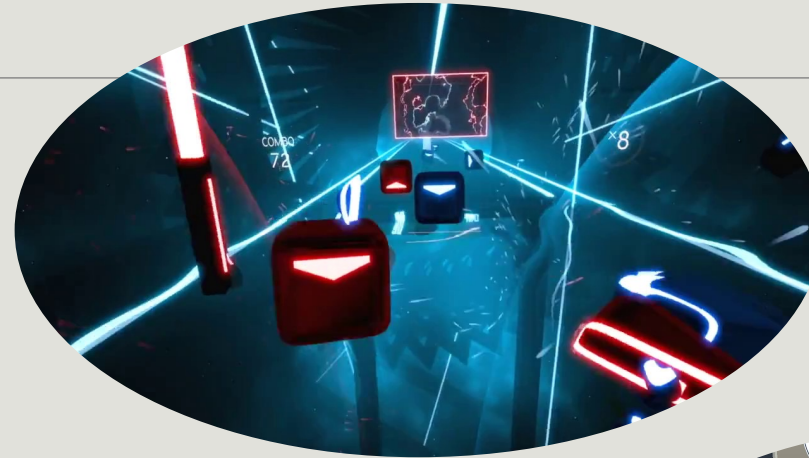
To develop a Virtual Reality (VR) game to show information about bullying in an interactive 3-dimensional environment to bring awareness to its affects on students.



Virtual Reality

What is virtual reality?

- Simulation
- Immersive 3D Environment
- Uses special equipment



Where is virtual reality used?

- Gaming
- Immersive 3D Environment
- Education



What is Bullying?

- Verbal Harassment
- Physical Harassment

Leads to many negative outcomes

- Substance abuse
- School absence
- Suicide



Ages 12-18 reported being bullied.
National Center for Education Statistics. (2021)

Traditional Approach to Prevent Bullying

- “Zero-tolerance” policies
- Teach students to intervene.
- Anti-Bullying programs.

User Study: Conditions

- Virtual Reality
- Read Information



User Study: Hypothesis

Participants who will experience our project in VR will have significantly improved information recall of bullying.

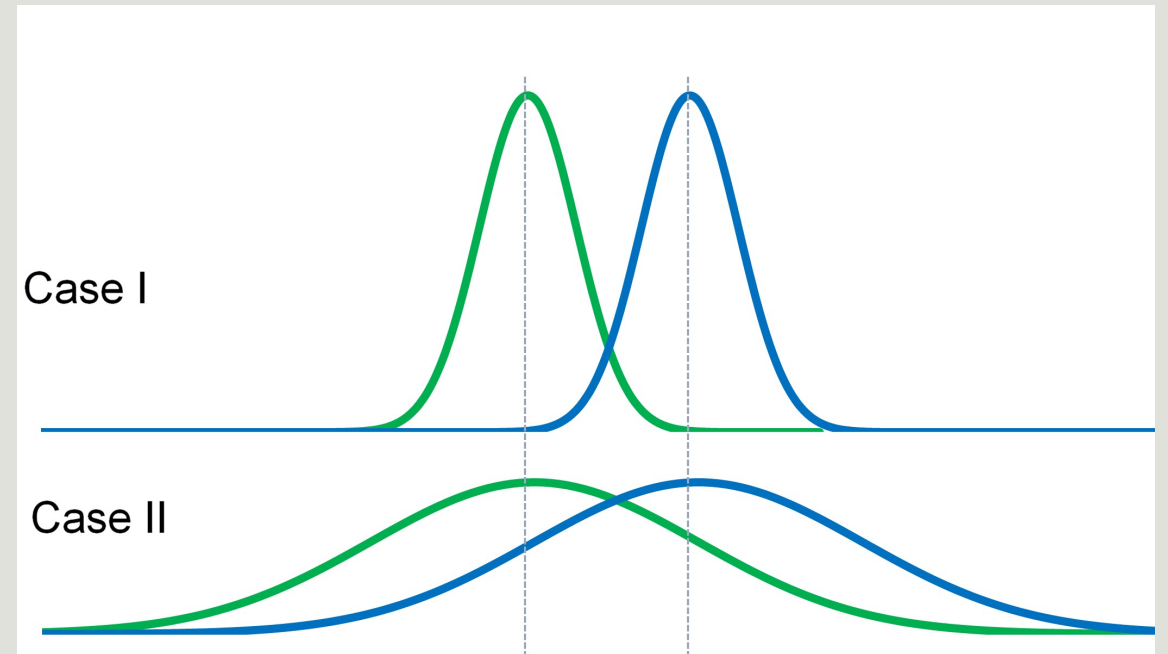
User Study: Procedure

- Consent
- Condition Assignment
- Simulation or Read Information
- Questionnaire

User Study: Data Analysis

Use t-test

- 2 groups of data
- Means
- Does it have a significant impact?



Technology I Used

- Human Computer Interaction (HCI)
- Unity3D Interface
- C# language
- GitHub Version Control System

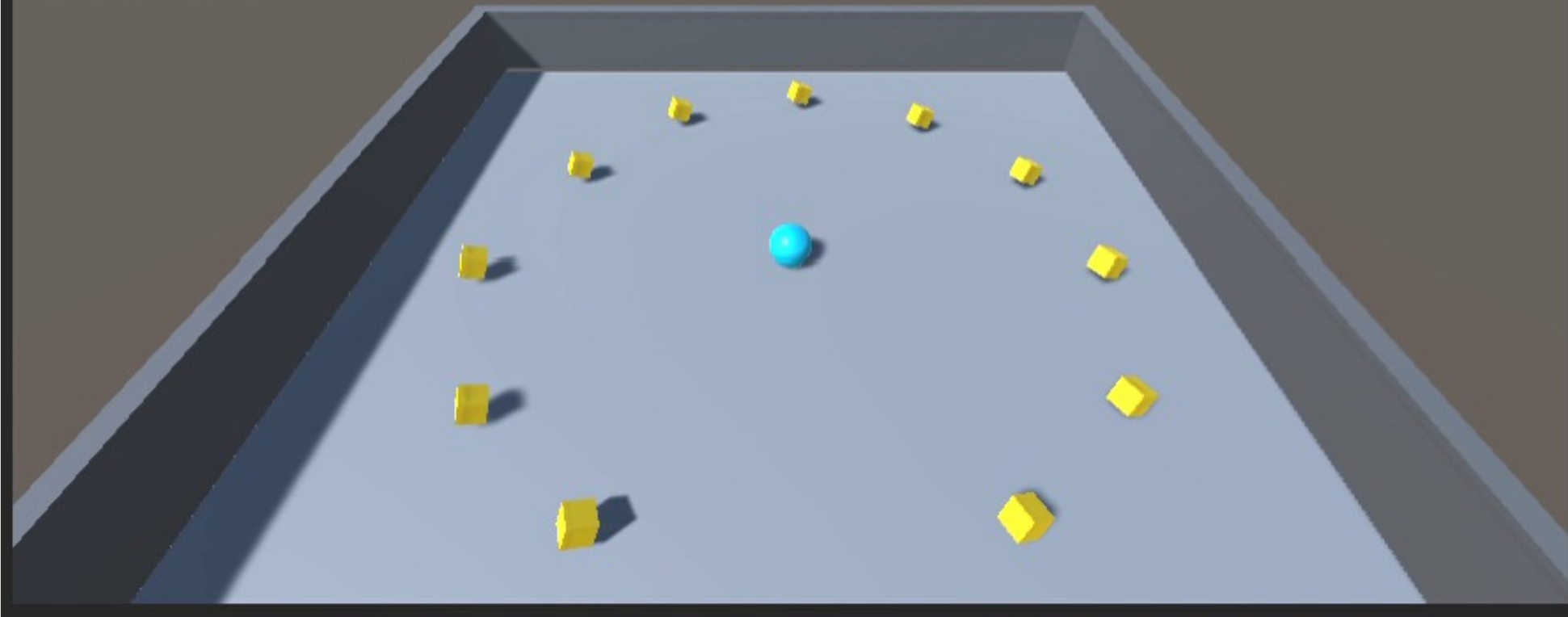


My Summer Camp Experience

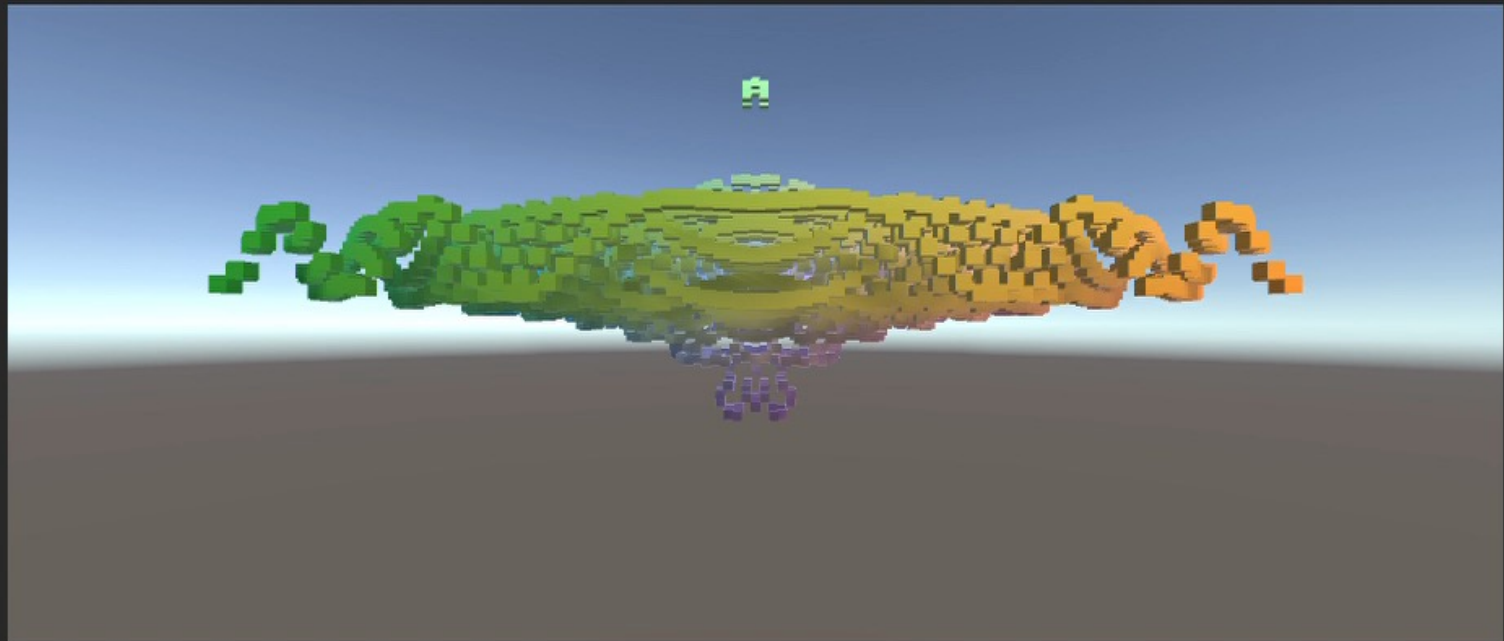
Simulation

- Created a practice game
- Completed Labs
- Created a demo

Count: 0



Game | Display 1 | Free Aspect | Scale 1x | Play Focused | Mute Audio | Stats | Gizmos



Graph Static
Tag Untagged Layer Default

Transform

Position	X	0	Y	0	Z	0
Rotation	X	0	Y	0	Z	0
Scale	X	1	Y	1	Z	1

Graph (Script)

Script: Graph
Point Prefab: Cube (Transform)
Resolution: 63
Function: Ripple

Add Component



Thank You.
Any Questions?