

Simulating Scarcity in VR

Sameer Reza, Computer Science

Mentor: Ryan Meuth, Senior Lecturer

School of Computing and Augmented Intelligence

Poverty Simulation



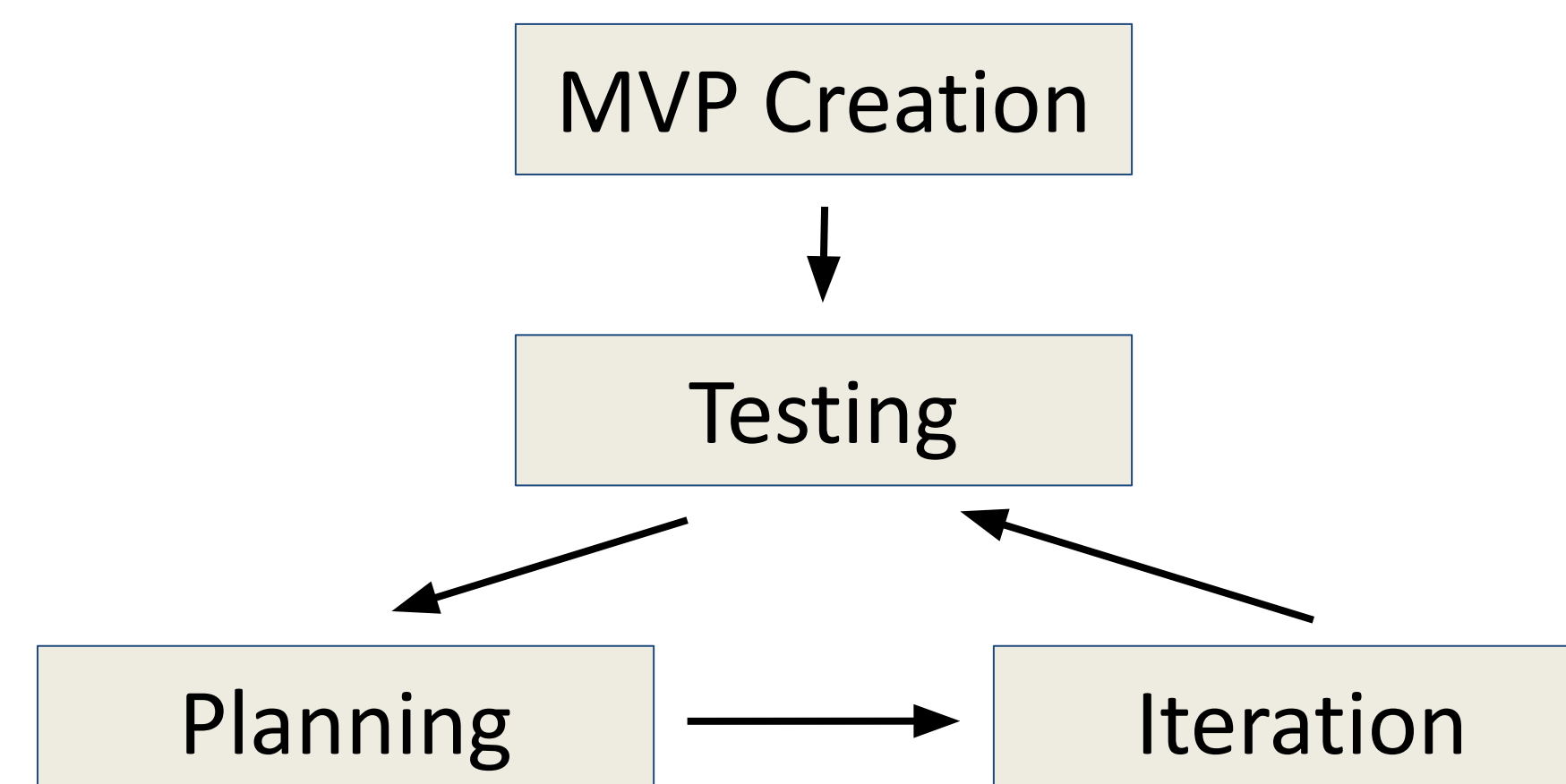
In the simulation, the user takes on the day to day drudgery of a simple factory job - sorting materials that arrive down the conveyor belt. They will undergo a small slice of the experience of poverty through a few common challenges within the MVP, such as financial hardship in the form of not being able to buy everything they need, and day to day drudgery in the form of simple repetitive and boring tasks that still need to be paid attention to. The goal is to show the feasibility of poverty simulation programs in the virtual space as this would open up further opportunities for experiential education and offer a way to increase reach and lower costs compared to existing physical poverty simulation programs.

Research Abstract

In this research project, the researcher aims to assess the viability of VR (virtual reality) as a means of creating poverty simulations so as to allow later efforts to take advantage of the benefits the medium brings over traditional physical simulations. To this end, the researcher is constructing and testing an MVP (minimum viable product) poverty simulation and iterating on the design while noting the successes and failures along the way, using feedback from testers after the construction of the initial MVP is complete to further understand what is ideal.

Process

In order to create the MVP and gain an understanding of poverty simulation in the context of virtual reality, the researcher followed the process of:



References

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- Herrera, Fernanda, et al. "Building Long-Term Empathy: A Large-Scale Comparison of Traditional and Virtual Reality Perspective-Taking." *PLoS ONE*, vol. 13, no. 10, Oct. 2018, pp. 1–37. EBSCOhost, doi:10.1371/journal.pone.0204494.

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