

Waste VR



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INTRO/PROBLEM STATEMENT

 Incorrect sorting of wastes increases the hazards and time wasted during the process of recycling, which can be attributed to the unawareness of the general public.

METHODS

- 1. Virtual Reality (VR) provides an immersive experience, which ensures a high engagement and retention rate for education.
- 2. Oculus Quest provides gesture control, 360° tracking and wireless connection, which meets the needs.
- 3. Ran the program in Oculus Quest as a group for multiple times and monitored via Android Studio.

ANALYSIS/RESULTS

- Program now has 4 interactive scenes.
- 30 objects to sort for practicing sorting skills.
- A hands-on tutorial scene for helping users with no VR experience get started.



A fantastic, immersive educational experience that you have never imagined.





EXTRAS

- Holds quizzes in an XML file
- 50 objects to sort
- A step-by-step tutorial for first-time VR players
- Extra nuance that you're worried about leaving out
- REMEMBER headings, labels, and units
- Business Case
- Net Present Value = \$22,725
- Payback periods = 1.43
 years
- IRR = 48%

