# A Country Divided

Virtual Reality

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# Purpose

The purpose of this virtuality reality topic is to help address prominent events in our world today. After the recent protesting following the election, Americans of every political party need an insight into their opposing parties opinions. The purpose of this VR experience is to take the controversial topic of prayer in schools, and put the users in the “bodies” of people's lives in situations opposite of their own to see how they feel. The close-mindedness of people relating to the election needs to be addressed by our youth; allowing the people of the United States of America to open their minds and their hearts.

# Genre

- Animation based
  - more interactive and interesting to the users.
- The intent is to keep a professional tone and avoid too many comedic interactions.
- This will help users ignore and remove stereotypes of opposing parties and also to not offend either party's ideals.
- Overall the VR experience is to put each user in different situations that other people live in that are different from his or her own, which will show why a person takes a certain side on a controversial topic.

# Audience

- Eighteen and over, given that the situations and themes explored will be aimed at an adult audience capable of understanding mature concepts.
  - Also, eighteen is the minimum voting age in America and we are focusing on political issues.
- People with differing social statuses and classes will certainly be included in the audience, seeing as people from different backgrounds have their own unique experiences that vary among each political party.

# Interface

- For home use:
  - downloaded onto a cellphone,
  - viewed on a personal set of virtual reality goggles, such as Samsung's VR goggles or Google Cardboard.
- Questions will be answered by moving the goggles left or right and lining up a pair of crosshairs over the desired answer.
- Each question will have no more than 2 possible answers
- Each question will take up no less than ninety degrees of motion along the horizontal range.
- The program will then continue with a VR experience opposite to the user's answers to the questionnaire.
- The generated VR experience itself will be more passive, i.e. fly-on-the-wall style, letting you see firsthand the life of someone with a different set of beliefs, justified by their lifestyle and disposition.

# Usability

- Interactive
- Realistic but through animation
- Entail real-life qualities and characteristics of people and living things so that it can effectively convey the message to the user

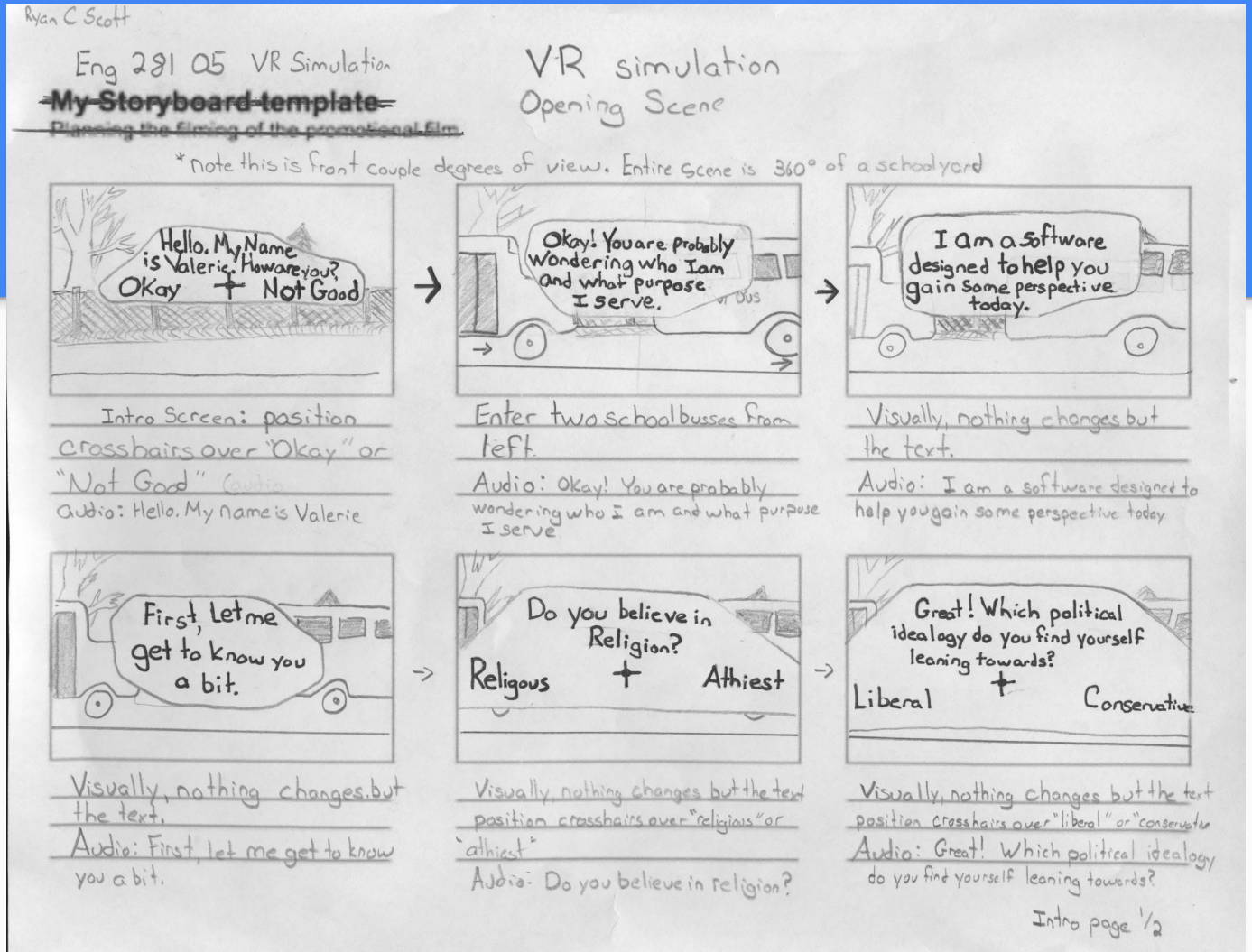
# How we did it:

Using a storyboard

Created a scenario where a series of questions determines which of 2 “worlds” you go to

Taken to the world opposite to your beliefs so you may learn how the other side views things

Controversial topic of: Prayer in schools




**VR:** Hello! My name is Valerie. How are you?

**User:** [Well]
[okay] or
[not good]

**VR:** “Okay! You’re probably wondering who I am and what purpose I serve… I am a software designed to help you gain some perspective today.”
**VR:** “First let me get to know you a bit.”
**VR:** “Do you believe in religion?”

**User:** [Religious]
[Atheist]

**VR:** “Great! Which political ideology do you find yourself leaning towards?”

**User:** [Conservative]
[liberal]

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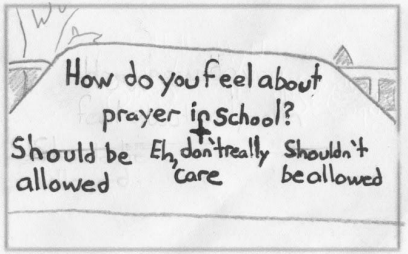
# VR Simulation
## Opening Scene

~~My Storyboard template~~
~~Planning the filming of the promotional film~~

*Note this is front couple degrees of view. Entire scene is 360° of a schoolyard



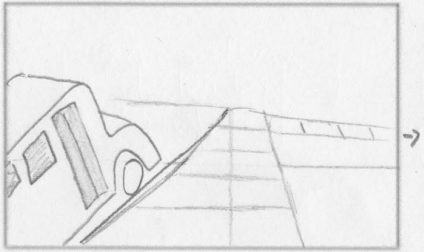

Visually, nothing changes but the text position crosshairs over "Should be allowed" "Eh, don't really care" or "Shouldn't be allowed"

Audio: Now, how do you feel about prayer in school?

Situation Two: [Should be allowed] or [liberal] → [Eh, don't really care]

bus on left goes dark

Audio: Awesome! Well, I guess it's time to go home now...



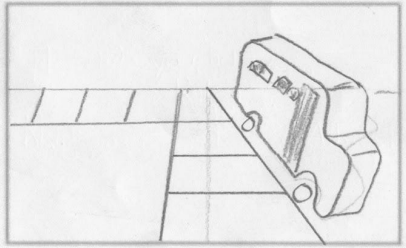
Turn right to enter bus on right

Continue to Sit two

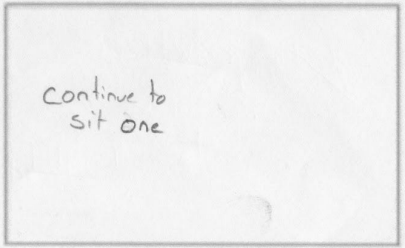
Situation Two: [Shouldn't be allowed] or [conservative] → [Eh, don't really care]

bus on right goes dark

Audio: Awesome! Well, I guess it's time to go home now...



turn left to enter bus on left

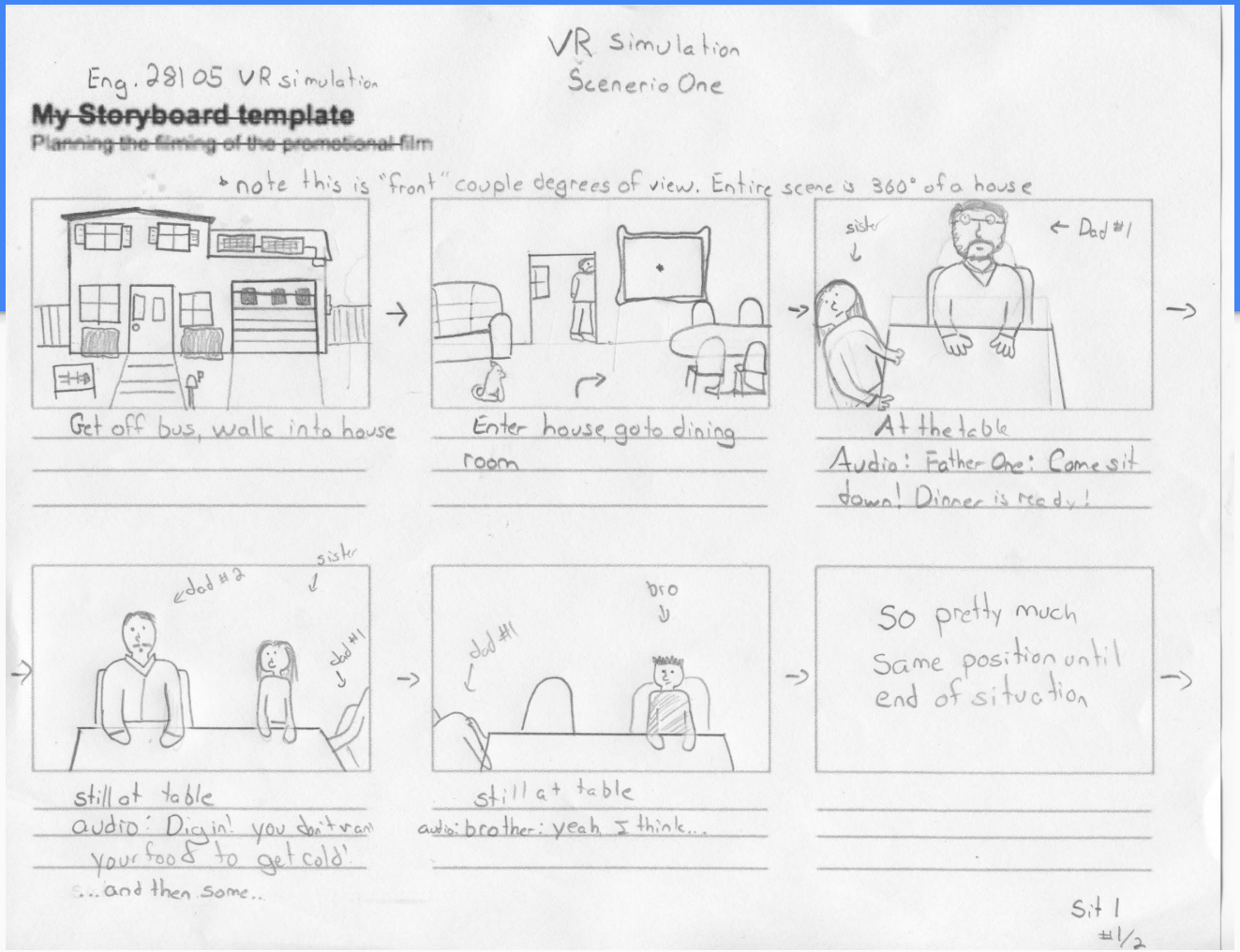



**VR:** "Now how do you feel about prayer in school?"

**User:**
[Should be allowed]
[Eh, don't really care]
[I don't think it should be allowed]

# Situation 1

The VR is going to respond with situation 1 if the user answers the last question with [Should be allowed], as in prayer in public schools should be legal. Sending them to a house of a family who does not believe in prayer in public schools to evoke empathy from the user.




*Dim light on right bus, shine light on left bus. Have user get on left bus.*

*User appears in front of home, walks toward dinner table with two dads, a brother, and a sister waiting*

**Father #1:** “Come sit down! Dinner is ready!”

*User walks towards table and sits down*

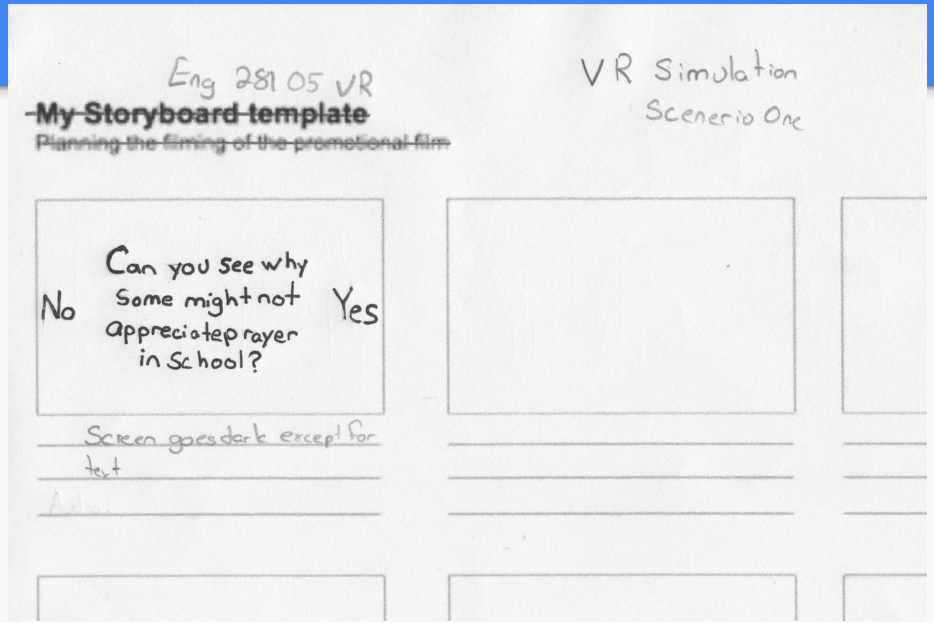
**Other father:** “Dig in! You don’t want your food to get cold.”

**Sister:** “My friend today kept talking about how important praying was.”

**Father #2:** “Well maybe for her it is, but since prayer is not imposed at schools there is no pressure to do it if it you don’t want to.”

**Brother:** “Yeah I think if there was prayer at school I would feel obligated to participate even though I don’t believe in praying.”

*Dinner table and family dims and blurs into the background*




**VR:** “Can you see why some might appreciate prayer in school?”

**User:**

[Yes]

[No]

# Situation 2

The VR is going to respond with situation 2 if the user answers the last question with [I don’t think it should be allowed], as in prayer in public schools should not be legal. Sending them to a house of a family who does believe in prayer in public schools to evoke empathy from the user.

Ruth George

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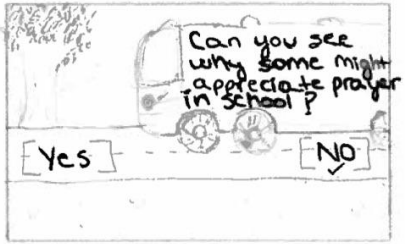
~~My Storyboard template~~

~~Planning the filming of the promotional film~~

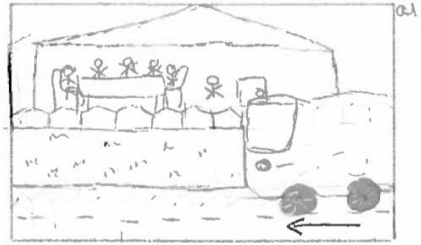
VR Simulation
Scenario 2

*Note that this is the scenario created based on the idea that user picked should not be allowed

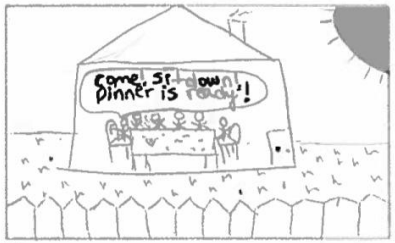



Visually nothing changes here however, this will set the stage for the user's decision that prayer should be allowed.

*Dim light everywhere else and shine light on right bus. Have user get on bus*



*User appears in front of home as bus drops him off. User walks toward dinner table with mom, dad, two brothers, and sister who are waiting*




*Family holds hands and bows head before praying. Everyone closes their eyes.*

*family unlinks hands and raise heads. They smile at one another and pass each other the food as they start dinner.*

*Sister looks at mother, expectant for an answer as mother smiles at her.*

**VR:** "Awesome! Well I guess it's time to go home now"
*Dim light on right bus, shine light on right bus. Have user get on right bus.*
*User appears in front of home, walks toward dinner table with mom, dad, two brothers, and a sister waiting*

**Father:** "Come sit down! Dinner is ready!"
*Family holds hands and bows head before praying*

**Mother:** "Bless us, O Lord, and these your gifts, which we are about to receive from your bounty. Through Christ our Lord. Amen."

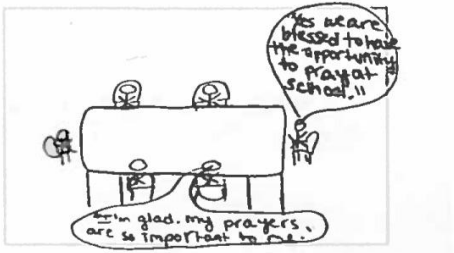
**Sister :** "Mom, my friend today kept talking about how praying is not important"

# My Storyboard template

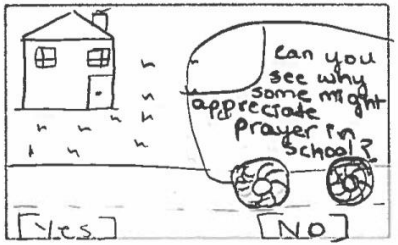
Planning the filming of the promotional film

*Now both parents look up from their plate to both kids and the father takes a breath to speak*

*Children smile at father and mother nods her head in agreement with father.*




*Dinner table and family dims and blurs into background*




*Light dims and image blurs after question is answered*

**Brother#1:** "Yeah while I was saying my prayer and my friend kept asking me why I did it"

**Father:** "Well maybe for them praying is not important, but we are lucky enough that it is encouraged in school so you guys can say your prayers."

**Mom:** "Yes we are very blessed that you guys have the opportunity to enjoy your prayers at school"

**Brother #2:** "I'm glad, my prayers are a very important part of the day for me."
*Dinner table and family dims and blurs into the background*

**VR:** "Can you see why some might appreciate prayer in school?"
User: [Yes] [No]

# No opinion response

If the user choses [Eh, I don't really care] the VR will look at their answer for the second to last question:

VR: "Great! Which political ideology do you find yourself leaning towards?"

User: [Conservative] [liberal]
If the user chooses [Conservative] they will be sent to situation 1, as situation 1 will hold most true to the beliefs opposite of conservative beliefs.

If the user chooses [Liberal] they will be sent to situation 2, as situation 2 will hold most true to the beliefs opposite of liberal beliefs.

# References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http://academic.regis.edu/jriley/413republicans_v_democrats.htm