MeVision

An Immersive VR application that motivates students into STEM by manipulating real-world objects

PROBLEM

87% of the fastest-growing industries of the future are STEM industries. However, only **20%** of US high school graduates are prepared for college-level coursework in STEM majors. This is because high school students perceive STEM as too complex, which makes them reluctant to learn STEM. Furthermore, not all of the students have opportunities to do hands-on activities that help them learn STEM subjects better.

Subject's Complexity

Equal learning opportunity

Motivation in STEM

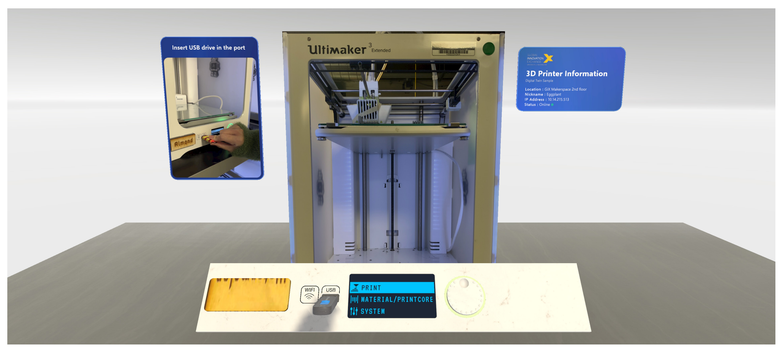
SOLUTION

MeVision provides an equal learning opportunity to students by providing virtual tours and hands-on activities through the use of VR. Our product enables students to virtually interact with and learn how to use STEM technology. Through our product, we hope to lower the barrier of learning STEM by creating a platform in which anyone can learn and interact with STEM technology.

KEY FEATURES

Immersive Tour with 360° Video

360 ° video helps users be more immersed in the tour experience

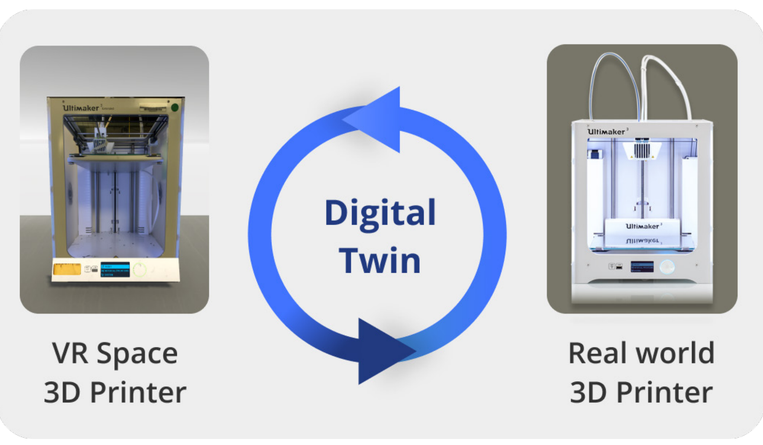


Hands-on Activity

Hands-on activities help users have a better understanding of STEM subjects' complex concept

Model GIX Makerspace

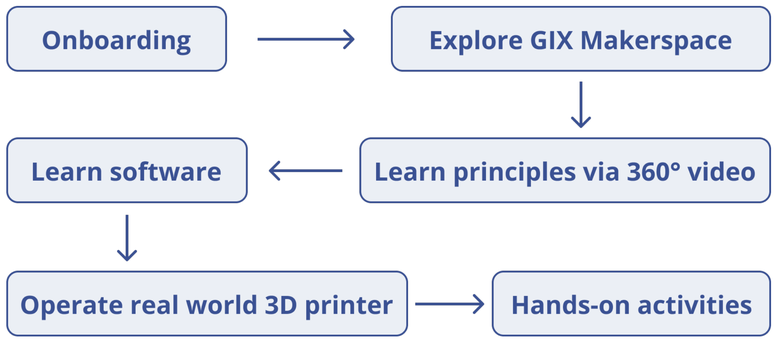
The realistic model GIX Makerspace helps students feel a visited the real world space



PROCESS

We started this project from a broad concept – designing VR for STEM education. We conducted secondary and primary research with various stakeholders to understand VR, education, and challenges learning STEM subjects. We synthesized findings to set our product direction and core differentiation. Based on our product direction, we started ideation and created user flows, low-fidelity wireframes, and prototypes. Three rounds of the evaluation helped us measure the success of our prototype and re-define our design goals, which enabled us to iterate and get the final workable version.

USER FLOW



DESIGN PROCESS

Research
Interview
Extract Insights

Explore ideas pivot the direction

Design / Develop lowfi prototype

Usability test and iterate to hifi prototype

GLOBAL INNOVATION EXCHANGE
UNIVERSITY of WASHINGTON

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