

# MindToWorld, A VR Startup for the Elderly

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*“Expand your mind into the world.”*

DAEUN KIM - JUHYUN SUNG  
COACH IZZY - COACH LUCAS



# Student Team

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**Daeun Kim**

HS Junior  
Branksome Hall Asia



**Juhyun Sung**

HS Senior  
Branksome Hall Asia

# Coach Team

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## Coach Izzy

Teacher at ACF for five years  
Hobbyist game developer  
Technical facilitation



## Coach Lucas

Second-year college student  
Hobbyist game developer  
Business facilitation

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**Future Goals**



## Context

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### “Growing Elderly Population”

By 2030, people 65+ will make up over 20% of society. For these people, it is inevitable to encounter illness and aging.



## **Problem**

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### “Isolation-Based Depression”

Due to aging, the elderly have limited experiences because of physical constraints. This makes them feel lonely.

# Our Solution

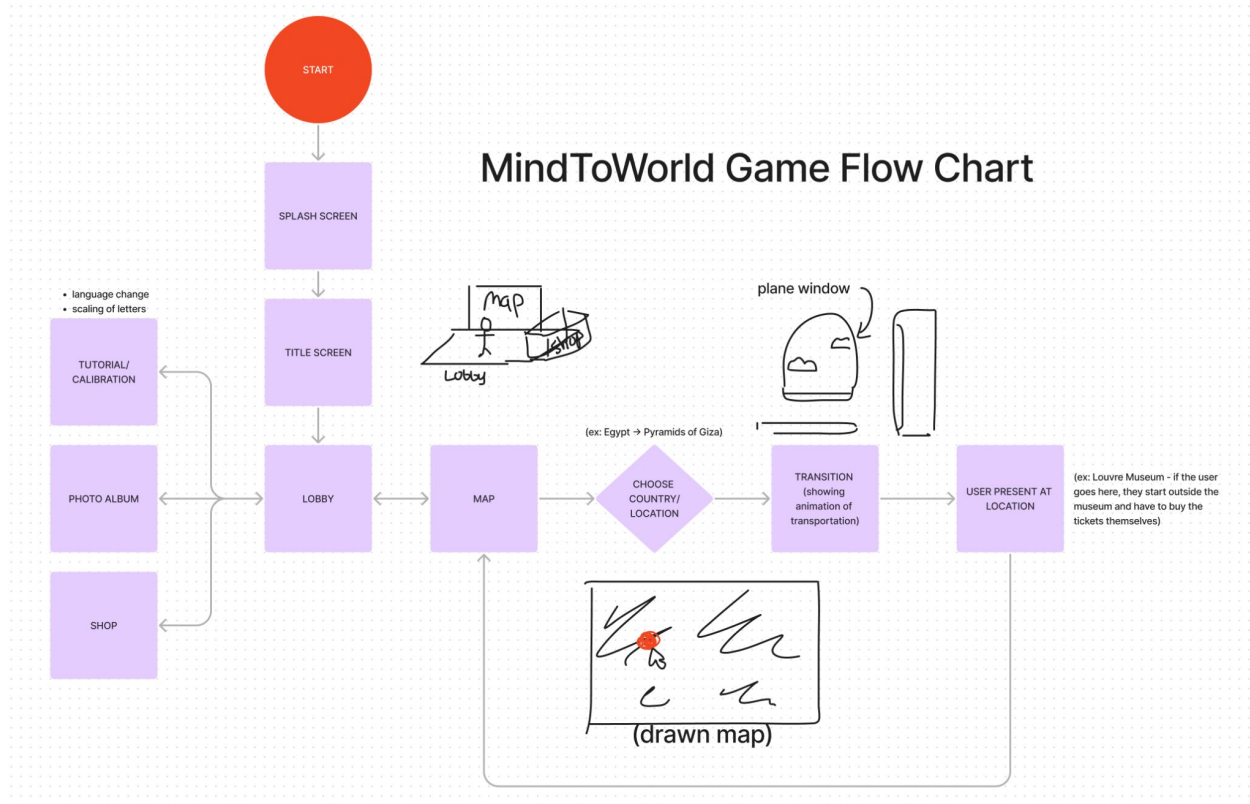
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*Create Virtual Reality Service!*

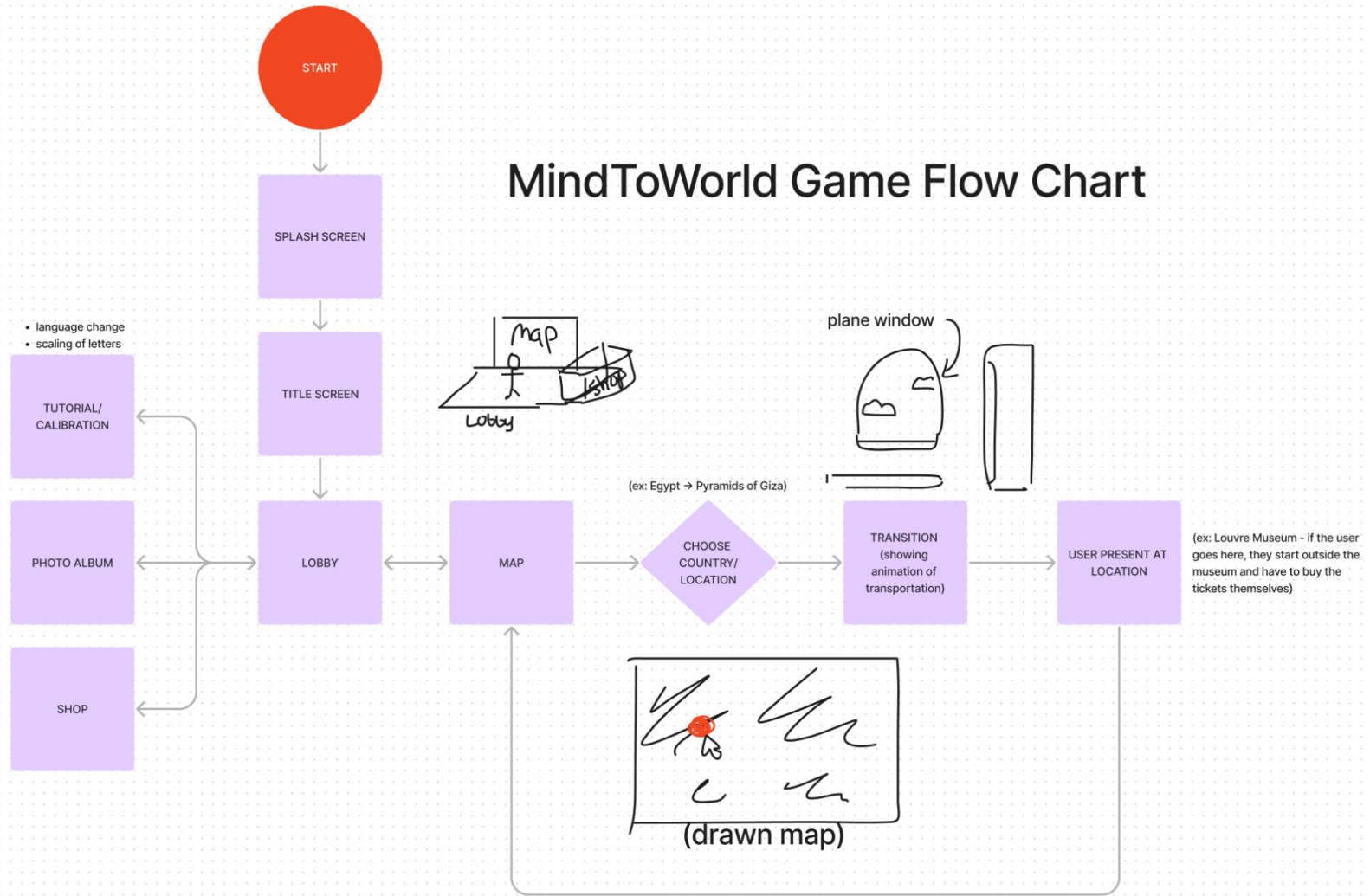
- To open the doors for **more freeing experiences**
- To mitigate **loneliness** caused by limitations



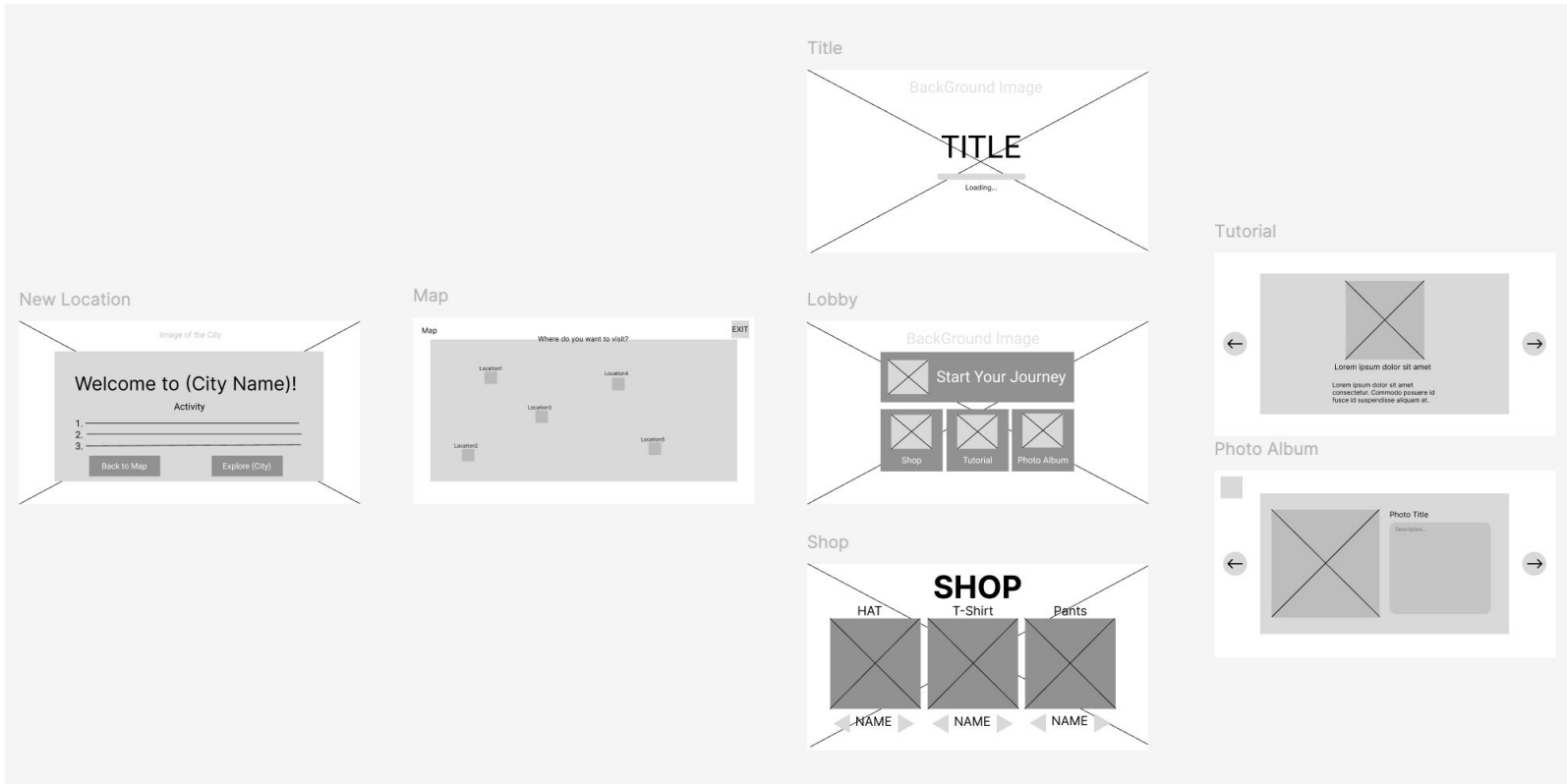
# Solution Building: Flowchart



# MindToWorld Game Flow Chart



# Solution Building: Wireframing



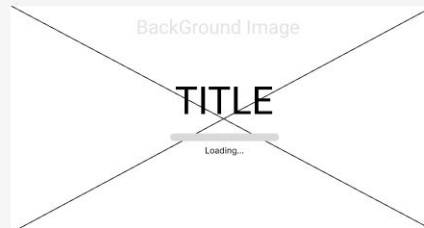
## New Location



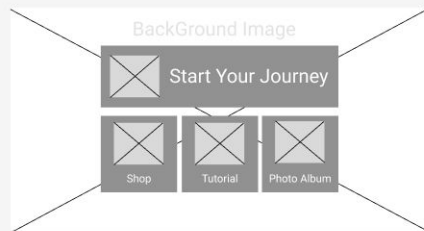
## Map



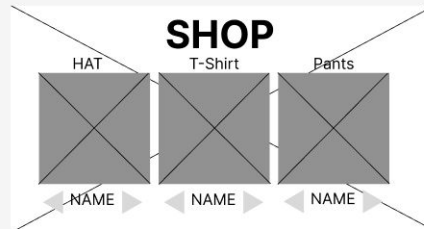
## Title



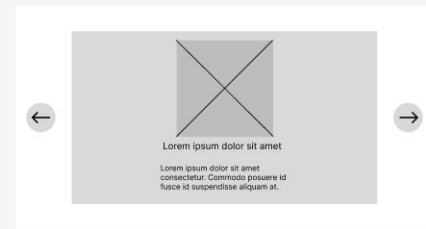
## Lobby



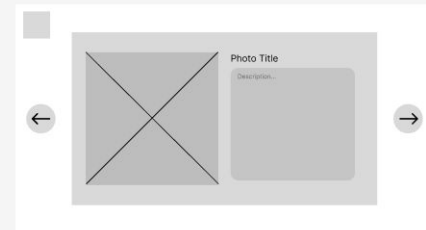
## Shop



## Tutorial



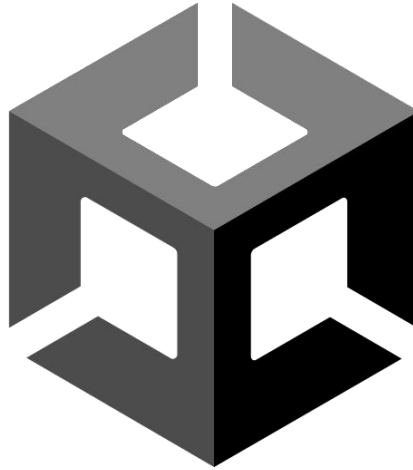
## Photo Album





# Technical Development

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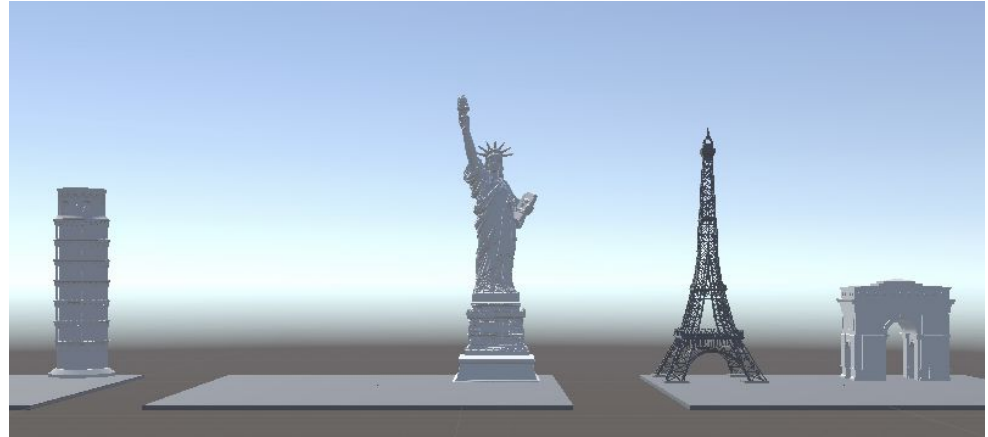


## VR/AR (Unity)

Creating services that can be generated through VR headsets in order to provide a more realistic experience.

# Technical Development

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# Our Mentor

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**Mr. Ed**

## Who He Is

- VR industry expert who owns the Meta Quest 2
- Owns a VR lab
- Retired STEM teacher

# Our Mentor

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**Mr. Ed**

## Who He Is

- ★ - VR industry expert who owns the Meta Quest 2
- ★ - Owns a VR lab
- ★ - Retired STEM teacher

## His Advice

- ★ - Create more concrete wireframe and feature ideas
- ★ - Look at **similar technologies**

# NatGeo ExploreVR

Explore Antarctica and Machu Picchu with the missions

## Pros

- High Quality Graphics
- Caption and voice narration

## Cons

- Limited locations are available
- Hard to follow the mission



NATIONAL  
GEOGRAPHIC

EXPLORE VR



# Brink Traveler

Travel to places and learn about the places in detail

Pros	Cons
<ul style="list-style-type: none"><li>- Interesting user interfaces</li><li>- Specific descriptions about the locations</li></ul>	<ul style="list-style-type: none"><li>- Lacks interaction</li><li>- Limited space</li></ul>



# Future Goals

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*Develop Minimum Viable Product!*

1. **Choose** the places we want to offer
2. Add features to **mimic** real places
3. Brainstorm **activities** to offer in these places



**Thank You!**

**Any Questions?**

