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MEMORY BOX: EXPLORING THE POTENTIAL OF VR IN MEMORY AND LONELINESS HEALING.

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SPECULATIVE PERSPECTIVES

KeyWords: Virtual Reality, Interactive Design, Emotional Design, Nostalgia Therapy, Memory

01 Abstract

- By combining nostalgia therapy with the latest virtual reality technology, we have created a VR application called "The Memory Box".
- This design integrates the function of 3D scanning modeling, which can capture realistic scenes, store them in a memory box, and immerse users in VR, providing an immersive memory experience.
- We aim to design nostalgic scenes that can evoke emotional resonance and enhance interpersonal interaction, in order to reduce people's growing depression.

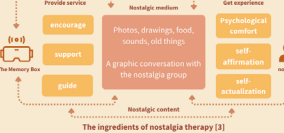
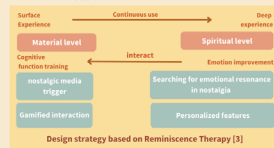


03 Methodology and tools

METHODOLOGY

1. Reminiscence Therapy

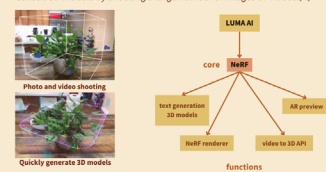
Reminiscence Therapy aims to enhance emotional well-being, increase life satisfaction by facilitating individuals' introspective exploration of past experiences, emotions in their current circumstances.[1][2]



TOOLS

1. SCAN: LUMA AI

The core technology of Luma AI is NeRF, which allows users to obtain realistic 3D models by shooting a large number of images or videos.[4]



2. EDIT: Reborn VR

Reborn VR is a platform for creating 3D experiences in VR, AR, MR. It supports full body tracking, including HTC Vive and Tundra trackers for motion capture. It also supports Blender plugins and Unity SDKs, so users can build and enjoy an immersive world with friends in VR.

02 Research objective

- Utilizing civilizationization technology to enhance memory and emotion, alleviate memory-related stress, and attain happiness.
- Establishing a direct, efficient, and meaningful connection between VR, 3D scanning technology, AIGC and the general public.

04 Research process

To solve these problems, we created a VR device called "The Memory Box", which provides a captivating 3D memory experience. This design combines 3D scanning and modeling techniques to capture real scenes, store them in storage boxes and allow users to immerse themselves in those memories via VR.[5] This project consists of three processes:

1. Recording

Users can utilize LUMA AI to capture and model current activities, generating 3D model files.



2. Rebuilding

The 3D model files can then be uploaded to Reborn VR, enabling users to reconstruct and categorize their memories using personalized tags like scene, time, or individuals.

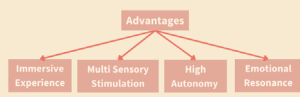


3. Reliving

After editing sounds, images, and narratives in memory scenes, users can immerse themselves in recalling the past in VR.



05 Expected results

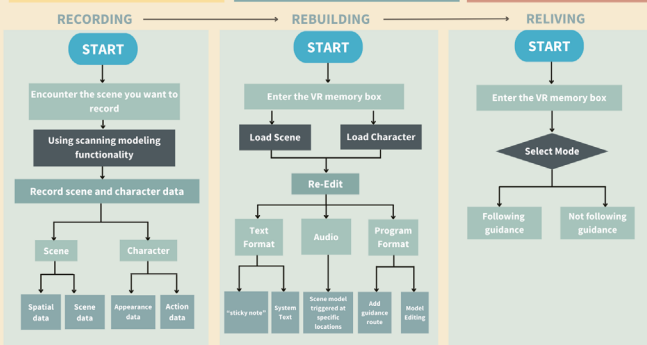


User experience

- Users can freely explore in VR nostalgic scenes, interact with the elements in the scene.
- It allows users to relive the good times of the past and share their memories and stories with others.

Design goals

The Memory Box aims to provide an emotional user experience that resonates with the user's inner world through nostalgia, enhancing their sense of participation and immersion.



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P/REFERENCES OF DESIGN

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cumulusbudapest2024.mome.hu

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