

mindful

AT EYE BEAM

by hannes bend

REEF
ReCreation

PHASE I (1-2 months) → PHASE II (2-4 months)

- beta → alpha version of a virtual reality program as an app for existing Android platform
- planning VR study with biofeedback in the psychology department (University of Oregon/Brain Development Lab)
- incorporating more biosensors (body core temperature skin response)
- developing VR app with biofeedback for multiple platforms (OSi, Android, etc.)
- conducting VR study with biofeedback

PHASE III (5-8 months) → PHASE IV (9-12 months)

- creating simple smartphone app, and complex VR program for medical applications
- analyzing and publishing data from VR study
- integrating findings of VR study into program
- testing VR app in refugee camps and family interventions in low-income neighborhoods for stress-reduction and improved internal awareness
- offering VR app (donation based for simple version; for purchase with complex biosensor set-up)
- discussing and promoting individualized VR experience (instead of current static VR programming)

PHASE I (1-2 months) → PHASE II (2-3 months)

- dive for 360° footage with Project Baseline
- transfer of 360° recordings into virtual reality program

PHASE III (3-4 months)

- develop a VR app and a 360° online video
- implementation of online discussion board
- creating virtual solutions for functional artificial reef

PHASE IV (4-8 months) → PHASE V (8-12 months)

- continuing VR program development for multiple platforms
- promoting and implementing a politically supported and funded solution