

# Reliving History

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# What is it?

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- Reliving History is an interactive experience where users are immersed in a simulation of history.
- Actors will reenact historical events or a hypothetical historical event which users will be able to experience in the first person point of view.
- Users will have the ability to answer questions asked by actors by selecting a response with the haptic controls.

# Learning Outcomes

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- The goal is to get users engaged in historical events and connect with past, or even present, groups of people they would otherwise not understand.
- Improves user's knowledge of historical events by immersing them directly into the historical scene. It promotes empathy in users because they are able to experience how people lived and were treated.
- Users evaluate what they've learned by taking a short quiz before they exit that reviews the scenario they've been through.

# User Experience and Interface

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- The HTC Vive VR headset will allow users to experience firsthand what it was like to live in a certain time period as a certain demographic, social caste or role.
- Will allow users to be totally immersed. They will be able to hear the voices of the actors in the scene, see a full 360 degrees around them, walk in a confined space, and even select and touch objects with haptic controls.

# HTC Vive

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- The HTC Vive is a VR experience that we saw in class. Producers had used it to create a simulation for hotels that had not yet been built to see what they would look like.
- It is the most immersive VR headset I've ever tried, I feel like it be perfect for Reliving History.



# Commitment

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- Reliving History targets museums as the consumers (the ones who would actually purchase the product) and museum goers as a secondary audience because they would be the ones experiencing it.
- Could first release a demo set containing short clips of a few historical events.
- Continue by releasing new time periods, roles, and demographics.

# Implementation

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- Would only use VR tech that already exists (HTC Vive).
- Work with museum's budget so they can get exactly what they want.
- Have the new VR technology be part of a grand opening, charge entry fee for opening night and have people try the tech, more people may come to the museum to try it.
- Challenges may arise as this simulation cannot reproduce history perfectly (Allison), but we should only go so far in depth as we know we can be accurate.

# Citations

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- "HTC Vive gains Apple VR compatability." *Mobileworldlive*, 6 June, 2017, <https://www.mobileworldlive.com/devices/news-devices/htc-vive-gains-apple-vr-compatability/>, Accessed on 10 Nov. 2017
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