Objective

We intend to create an optimized virtual reality (VR) environment to mitigate motion sickness (VR sickness). The team will conduct literature review to understand the causes of motion sickness and develop and experiment a 3D VR environment in Unity for this purpose. The VR environment will be utilizing the Virtusphere on the NYIT Old Westbury campus as a peripheral for user input in this application.

Timeline and Deliverables

Weeks 1-3: Literature review

- One 30 minutes weekly meeting to present project progress.
- One deck of 4-8 slides, which you will use as your status report.
- A short summary of the week’s activity be submitted to .

Weeks 4-8: VR environment development
• Software for VR environment development.
• One midterm report, presenting your results and directions.
• One midterm presentation.

**Weeks 9-14: Testing and recalibration**

• VR environment will be tested using the Virtusphere in HSH 212.
• Testing report and recalibration memo.

**End of Spring Semester 2018:**

• One final report, presenting results and directions.
• One final presentation (poster and oral) during .
• Any software developed as part of the project.

**Budget:** We request the mini-grant to fund travel between the Manhattan and OW Campuses throughout the semester for the team members to compile and test our VR environment on the Virtusphere in OW campus.

_________________________  _______________________
Team member 1, Signature             Date

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Team member 2, Signature             Date

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Faculty Advisor, Signature             Date