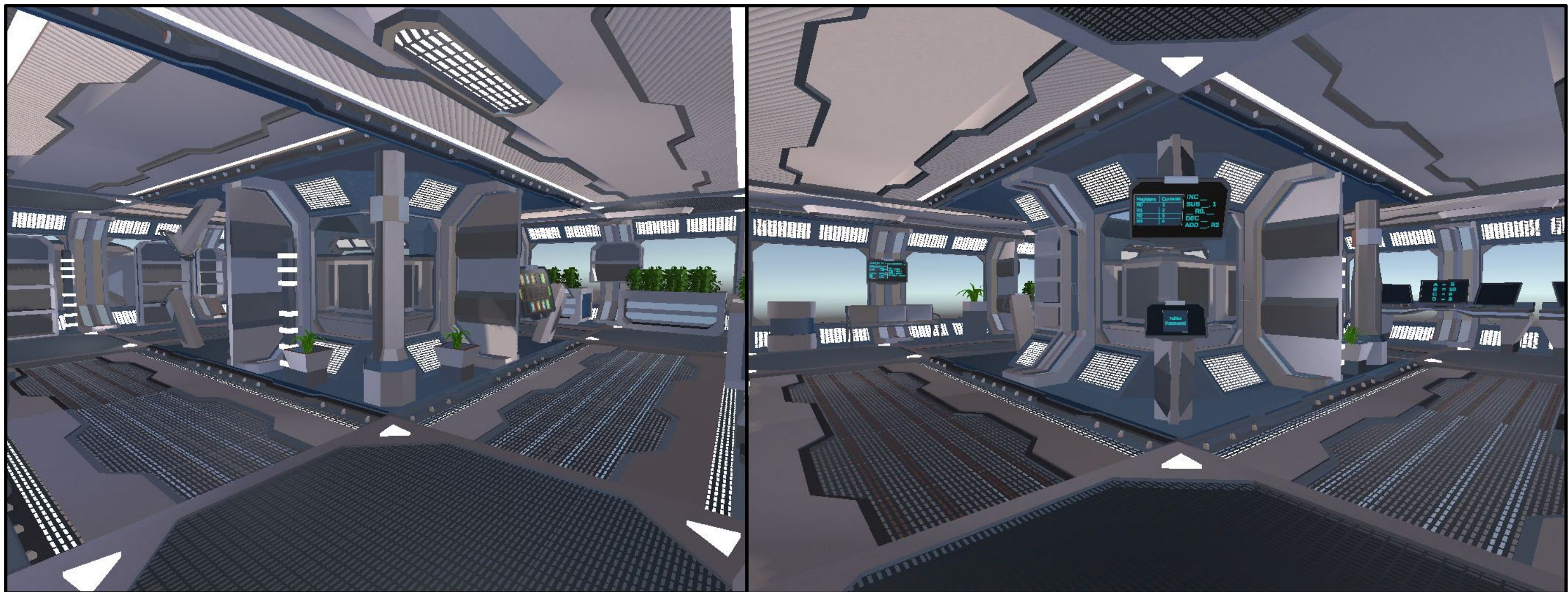


VR Escape Room

Curiosity Companion in a VR Game for Education

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Project Objectives:

Improving educational experiences is one of the major concerns of educational institutes around the world. This project aims to create an educational game that can combine the application of VR and a curiosity companion, to create a highly immersive and engaging educational game for assisting computer science students to learn basic computer architecture concepts. This project will then be used to evaluate the effectiveness of combining VR and curiosity companion in enhancing the overall learning experience of students.

