

REMNANTS

Team

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Hardware / 3D Art

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Instructors and SMEs



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Director of Center for Transformational Play



Karen Kuntz
Professional Dementia Therapist



Alicia Lee
HCII PhD Student

An immersive experience in the CAVERN
that explores the emotional toll on
caregivers of dementia patients through
an interactive garden metaphor
installation.

Demo Video

High-level Goals

01

Empathy for
Caregivers

02

Common
Misconceptions

03

Raise Awareness

Design Goals

01

Immersive
Environment

02

Anecdotal Narrative
Experience

03

Mix Digital and
Physical



Initial Playtests & Iterations

● Experience Analysis

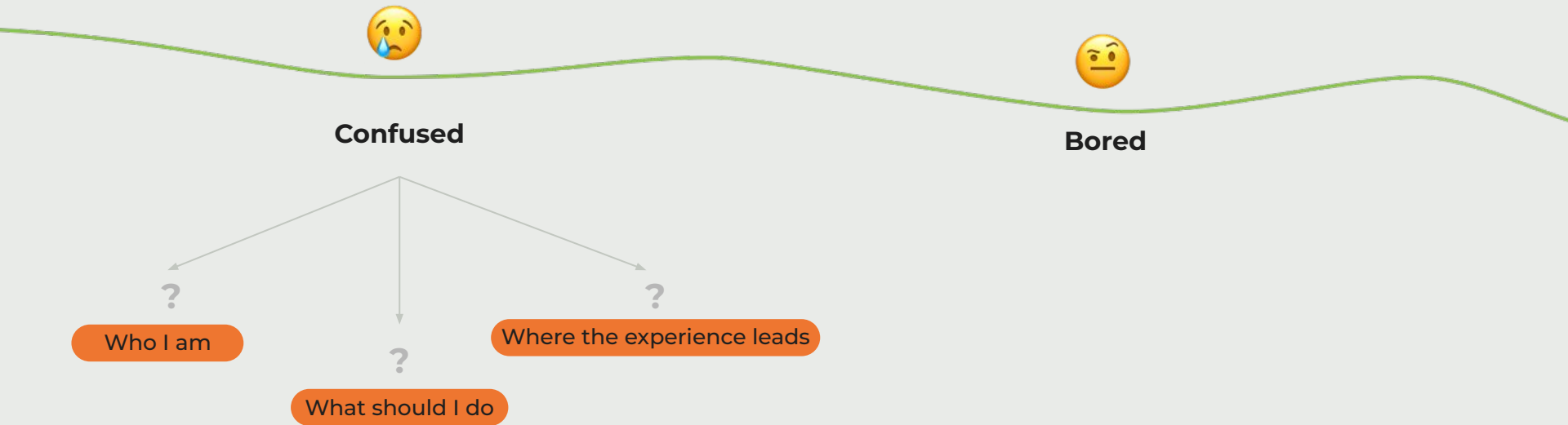


Confused



Bored

● Experience Analysis



● Experience Analysis



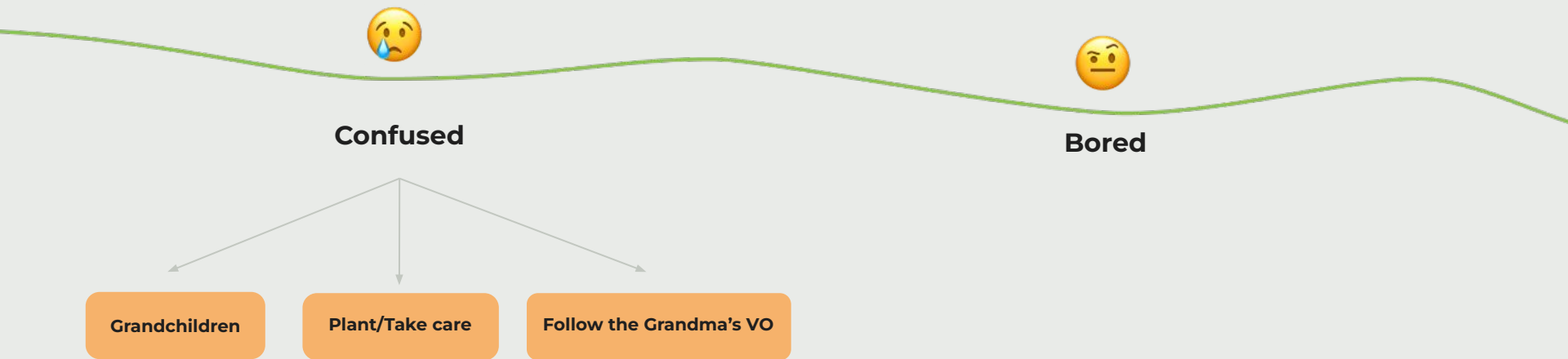
Confused



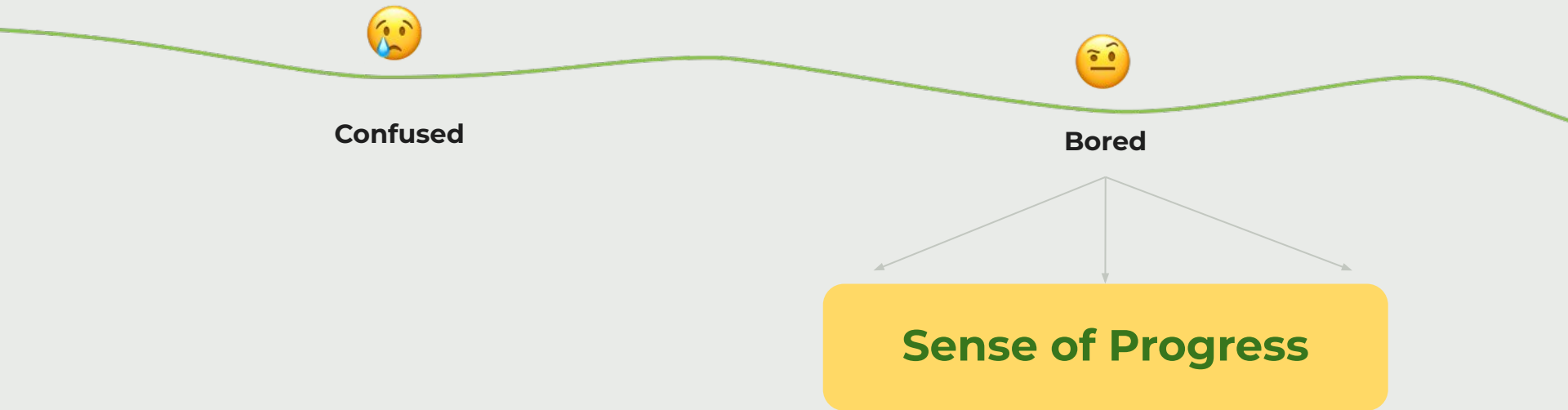
Bored

Provide Objective

● Experience Analysis

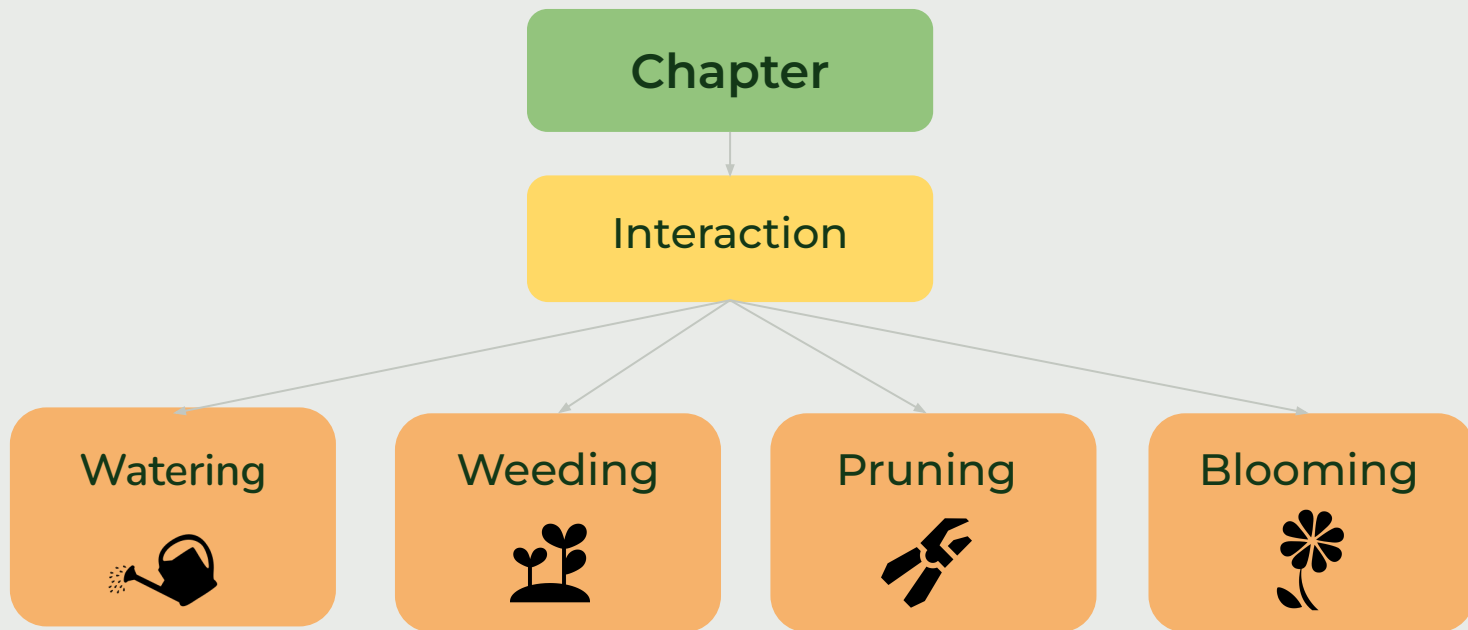


● Experience Analysis



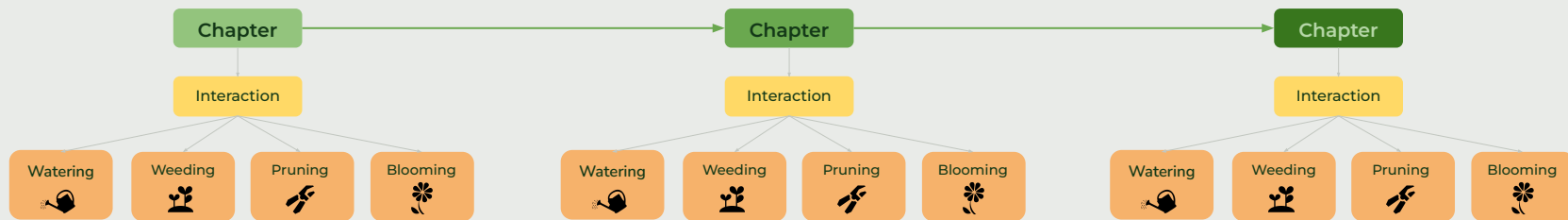
● Overall Game System

free play → linear story-driven experience



● Overall Game System

Progress with the Garden's health



Varied feedback at different chapter through sfx, animation, dialogue

● Music Progression



Chapter 1,2



Chapter 4



Chapter 5

