Project group	Project idea	Project description
VelociraptoR	Kalyana Mitta	College students, particularly those in STEM disciplines, are facing a mental health crisis. A virtual mindfulness coach teaching MBSR via mobile app would benefit face to face and online students in STEM disciplines.
404 Squad	Manage opioid crisis	Use VR technology to assess and treat chronic pain with established behavioral methods (exposure therapy)
Dreamers	VR therapy for delirium	Use VR technology to reduce the occurance of delirium among ICU patients
Bahamut	Terrorism Response Simulator	Develop an experience based on the aftermath of a terrorist attack that encourages users to be adaptive and plan ahead with changing circumstances.
VRtheDokta	VR for for Healthcare in Africa	The goal of the project is to make basic healthcare, in this case, diagnostic services accessible to people living in remote areas with the help of mobile technology and VR.
NerveGear	FutureFlash! 2050: SAGE and the Sustainable World Games	Help visualize the way that the human family can work and play together to change climate change.
CastiGators	Global Site Live	Global Sites proposes a platform for transporting the construction classroom into a realistic construction jobsite by using 360-degree panoramas where students, teachers, and professional can communicate.
Dr. Pepper	Construction Drone Simulator	Drone flight training platform where the unique challenges of the construction industry and specific construction projects can be address within the US regulatory limitations.
ARuScrubs	AR for minimally invasive surgical procedures	Integrate CT volumetric data into AR/VR; Superimpose AR data on phantom/real patient; Develop teaching and clinical applications
TBA	FA Training	Simulate an environment in which behavioral therapists can be trained to interact with children with autism in a safe manner.
Cav-VR dip	Maximizing empathy for special needs users during the architectural design process.	Increased empathy and consideration for people with special needs when architects and interior designers are in the process of developing their design solutions. This would result in buildings and spaces that better meet the needs of its end-users.
VR for ER / The Underdogs	Texting and Driving Reality Check	Drivers try texting and driving in VR with various distractions and hazards presented to illustrate their inability to cognitively and perhaps even physically respond in time to avoid an accident. Drivers learn not to trust their assumptions or test their limits in real driving with real deadly consequences.

Reckless / Hengout	Journalism Crisis/Disaster Training	Harness the interactive power of VR to offer a gamut of perspective-taking experiences that simulate varied levels of stress/pressure that are ubiquitous in several journalism scenarios (e.g., a journalist covering a charged political protest; a correspondent reporting a natural calamity as it is unfolding; a reporter covering a war zone). The immersive experiences will help aspiring and current journalists enhance their storytelling skills by applying recommended reporting skills in a simulated, “real-world” environments that are dangerous or cause duress. In these situations, communities rely on media members to provide credible (and often vital) information, so it is critical that they be trained to report accurately and effectively from these situations.
No name (Dileep Rajput, Daniel Delgado, Ryan Fernandez, Ryan Zeng, Logan Owens)	OTL - Inventor StartUp	Inventors have generally invested a lot in their research and resulting innovations and it can be tough for them to be objective, especially from non-technical perspectives. The hope here is that through VR we can either put inventors in very different (non-technical) decision-making scenarios that they may be less prepared for, and show the impact of their decisions in a very real way (timeline). Alternatively, we can place an inventor in a very different perspective (investor) from which s/he needs to think about startup opportunities (that may be similar or different from their own) from a very different and necessary critical lens.
Sapphire	Molecular Visualization for HoloLens	Using AR to visualize molecular to simulate students' interest in learning and help scientists flex their 3D spatial reasoning skills
WeAreGators	Virtual Crash Cart	We propose to use VR to enable health professionals to practice locating specific medical equipment, drugs and other items that are contained in a crash cart. We imagine a virtual, timed scavenger hunt, perhaps one that has gamified elements.
VR FighterZ	VR Info Tour for Remote Applications Ronald McDonald House	VR/AR Experiences for orientation, awareness, training
VERCH	Beacons + AR for campus internationalization and accessibility	Combined with beacon technology, an AR smartphone app will provide campus tour information in multiple languages and modalities (audio, visual, print, etc.). As an additional benefit, students from different courses across campus (engineering, language classes, etc.) will contribute their expertise, offering experiential learning AND practical, real-world uses of their studies.