

Thesis Topic**Gamification****Degree level**

Bachelor/Master

Company

Cargotec Sweden AB

Description

The company has a Virtual Reality (VR) environment. Some parts of this VR system can be extended or improved. For instance:

- The user experience using VR can be improved using a technique that is called *Gamification* (see <https://en.wikipedia.org/wiki/Gamification>). It would be interesting to improve the VR system by exploring areas suitable for gamification and creating a working demo.

- Sometimes the utilization of VR environments creates what is called *VR sickness* (https://en.wikipedia.org/wiki/Virtual_reality_sickness). It would be interesting to reduce these symptoms in the user when using the VR system.

Objectives

The project includes

- Identify a suitable area for Kalmar to gamify using the Virtual reality technology.
- Investigate and apply possible ways to counteract VR sickness.
- Investigate and apply ways of measuring success and improvement in the game (analytics).
- Create a working demo using Kalmars virtual reality solution.

Requirements

Experience with Unity or similar framework, Knowledgeable and interested in Virtual reality and other digital technologies, Good cooperation skills and active mindset, structured way of working

Contact Person

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