

Journey to the Self: A Cultural Discovery Adventure

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Interactive Environments

1 Project

As part of this project, students developed various **immersive applications** to make digitized **cultural heritage** accessible in innovative ways.

During the project weeks, special emphasis was placed on improving navigation in virtual spaces. A visit to our partner university, the **University of Tallinn in Estonia**, provided valuable insights and allowed us to thoroughly test the applications using evaluation methods such as eye-tracking.

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2 Concept

“Journey to the Self: A Cultural Discovery Adventure” offers an immersive journey through a virtual museum. Users are guided through two distinct **quiz rooms**, each designed to explore their preferences and connections to cultural elements. Based on their responses, a **matching** algorithm selects a **personalized 3D cultural model**, offering a unique, tailored experience.

By combining interactive quizzes, gamification, and cutting-edge matching technology, the project bridges personal discovery with cultural education, enabling users to uncover stories and artifacts that resonate with their heritage and identity.



3 Evaluation

To analyze user interactions, we utilized **eye-tracking glasses**, conducted **task driven testing**, and collected feedback through short **interviews**. These methods enabled us to identify weaknesses precisely and derive concrete steps for further development.

Enhancements, such as clearer visual cues, more explicit instructions, and immersive elements like sound and hidden details ("Easter Eggs"), are designed to improve the user experience significantly.



4 Result

Look and test it

