

# Case Study : VR Bus Ride Game Play

E2E Offerings

Domain Led Eng.

Smart & Connected World

Eng. Led Business Transformation

## Building Self-Esteem One Step at A Time

An award-winning, gamified VR training experience empowering students with special needs to take public transportation and commute independently.

### Challenge

The customer required a partner with competencies in future technologies and innovation to develop a creative solution to build self-confidence and independence in autistic children.

### Solution

Design workshop & Research

The team garnered behavioral insights from co-creation workshops with teachers & parents of students with autism. This was supplemented by further research with doctors & NGOs. User observation techniques were used to study the behavior of the children, without disturbing them.

VR training through gamification

A gamified version of VR Therapy was developed, providing a flexible and safe training environment for the students.

The friendly and approachable VR game character, different levels of difficulty and a reward system keeps the students engaged throughout.

### Outcome

Independence unlocked

The MVP version of the VR Bus Ride solution was tested on a small group of kids. They travelled independently using public transport for the first time in their lives. This was a great confident boost for the young adults.

Such training methods empower them to perform daily social errands, thus helping them easily integrate with society.

Future collaboration

Customer has entered into a collaboration agreement with Bosch to further develop the solution so that more children and other groups in the municipality can benefit from the VR technology.



Internal

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