



AR for developing brilliant minds

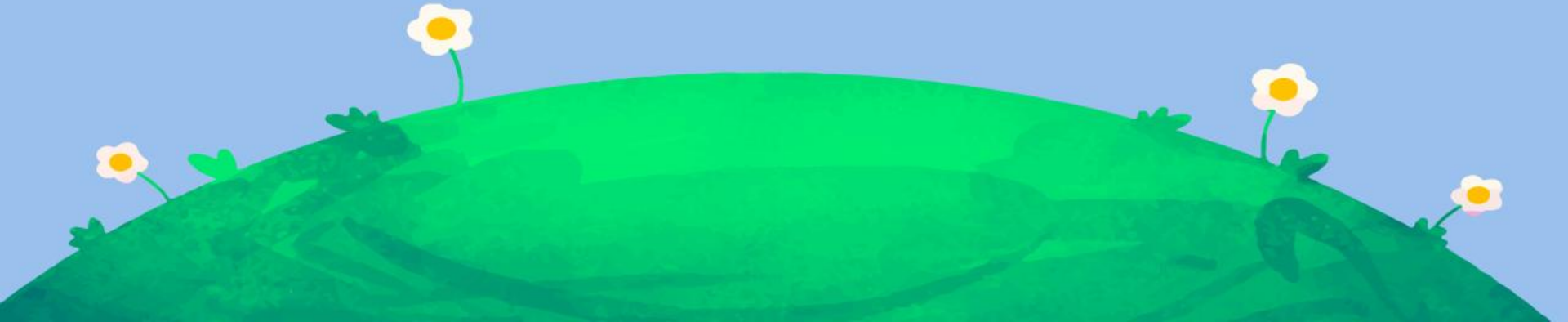
OVERVIEW

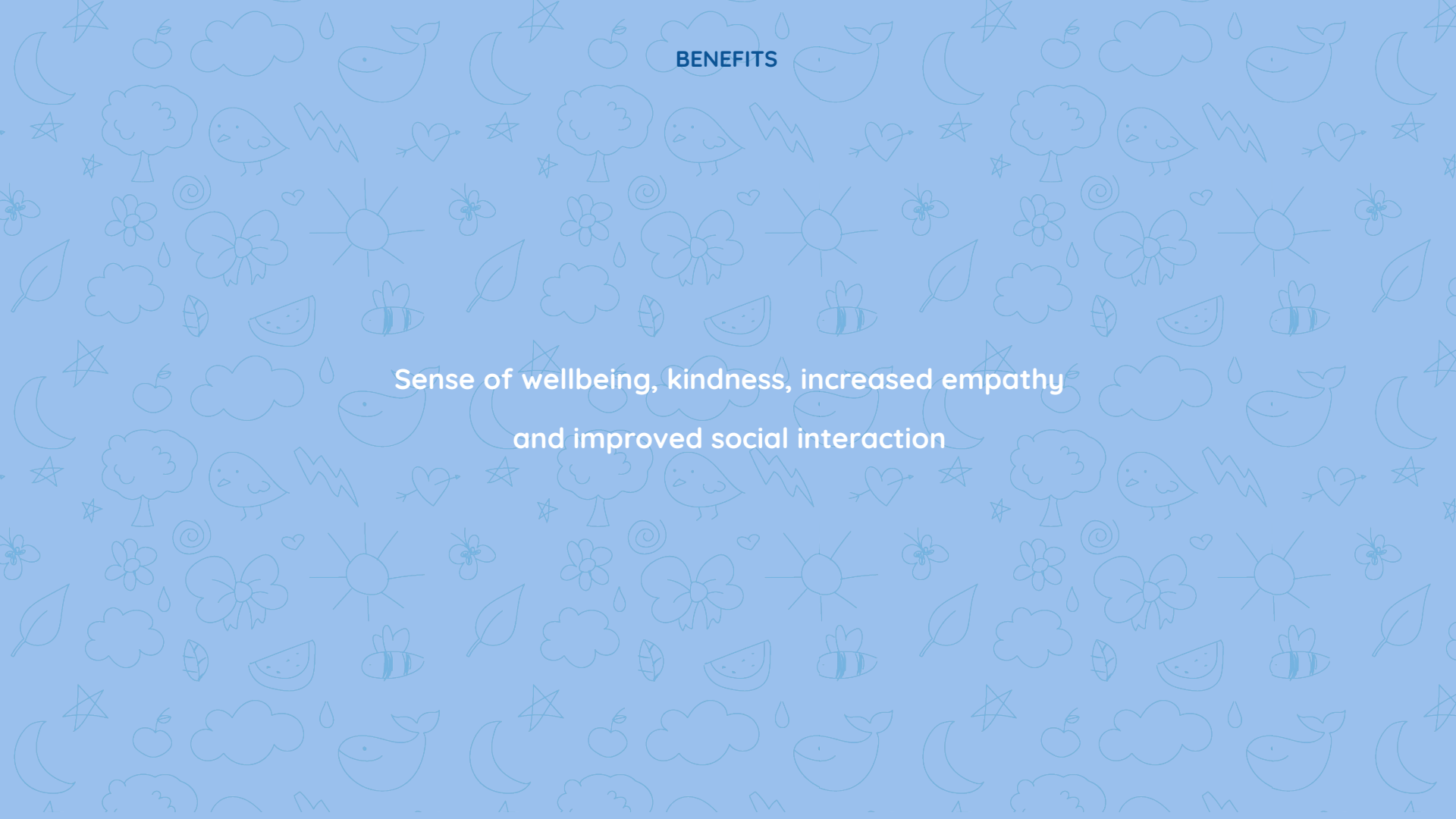
Myndful is a tool for facilitating childrens meditation in the classroom through use of interactive characters in the AR space

INSPIRATION

“If every 8 year old in the world is taught meditation, we will eliminate violence from the world within one generation.”

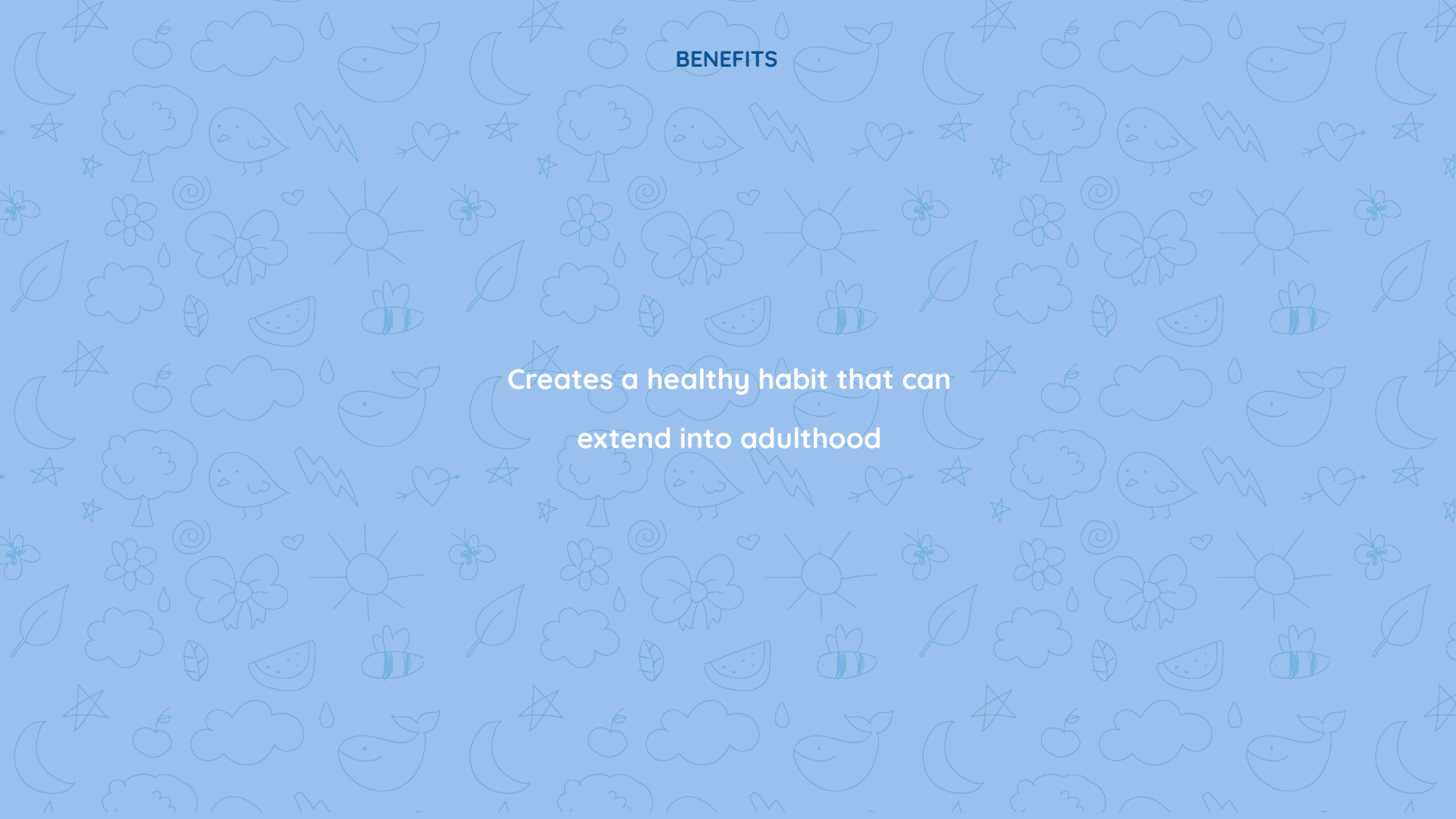
Dalai Lama





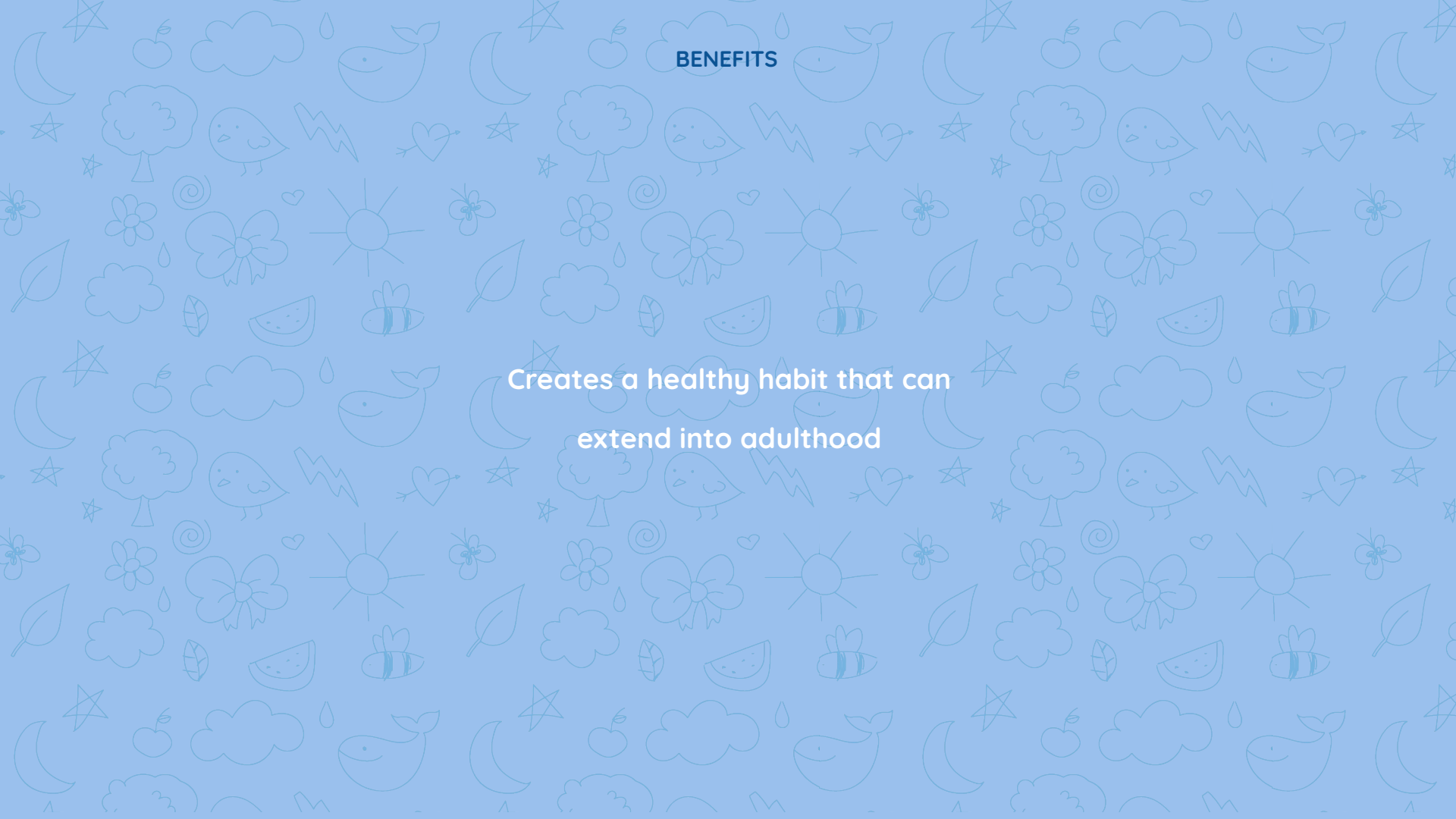
BENEFITS

Sense of wellbeing, kindness, increased empathy
and improved social interaction



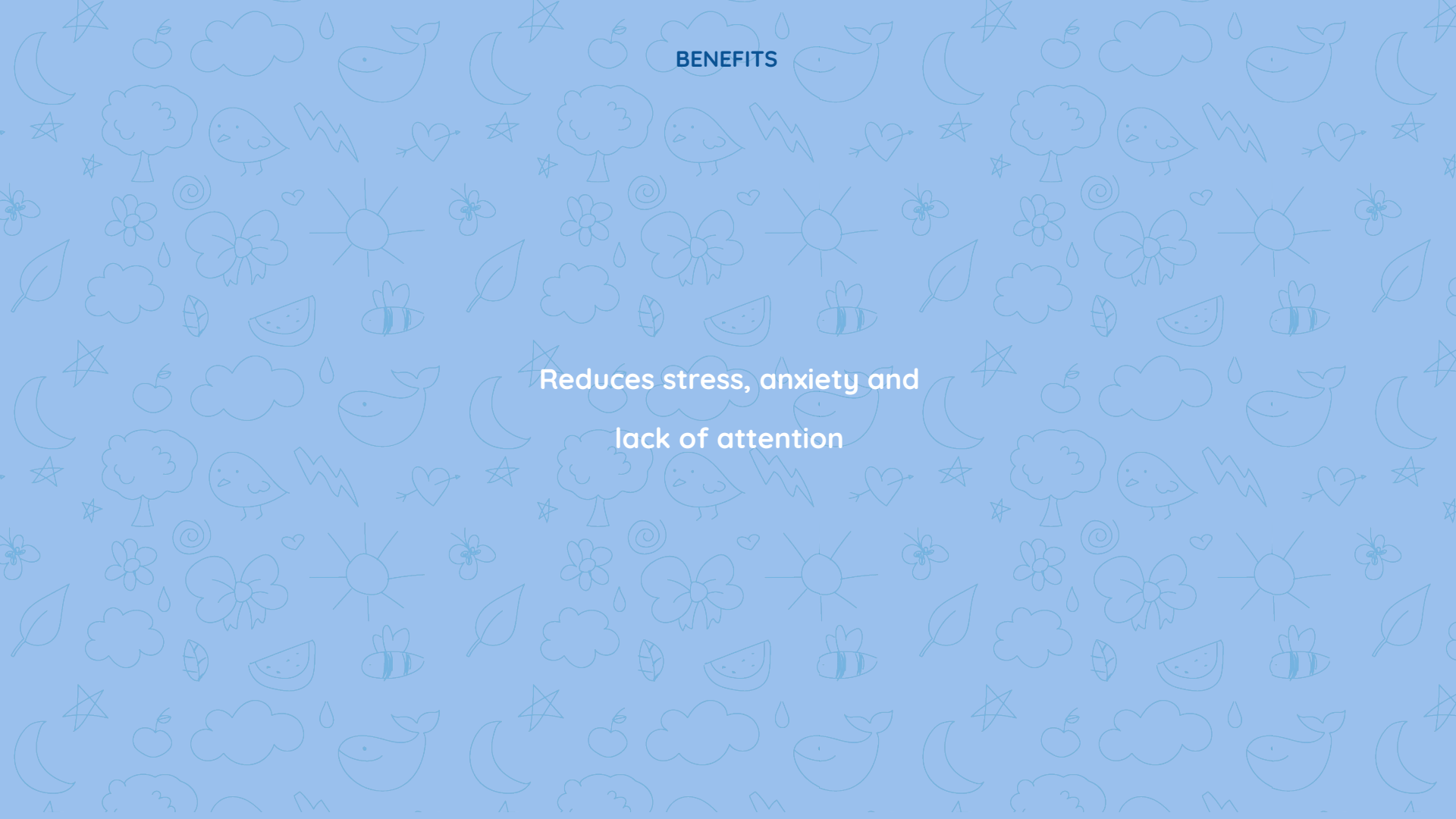
BENEFITS

Creates a healthy habit that can
extend into adulthood



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BENEFITS

Reduces stress, anxiety and
lack of attention

FEATURES

- **Select meditation environments**
- **Track levels of focus**
- **Monitor children's meditation activity**
- **Receive feedback**
- **Option to customize for children with disabilities (AI)**
- **Gamification**

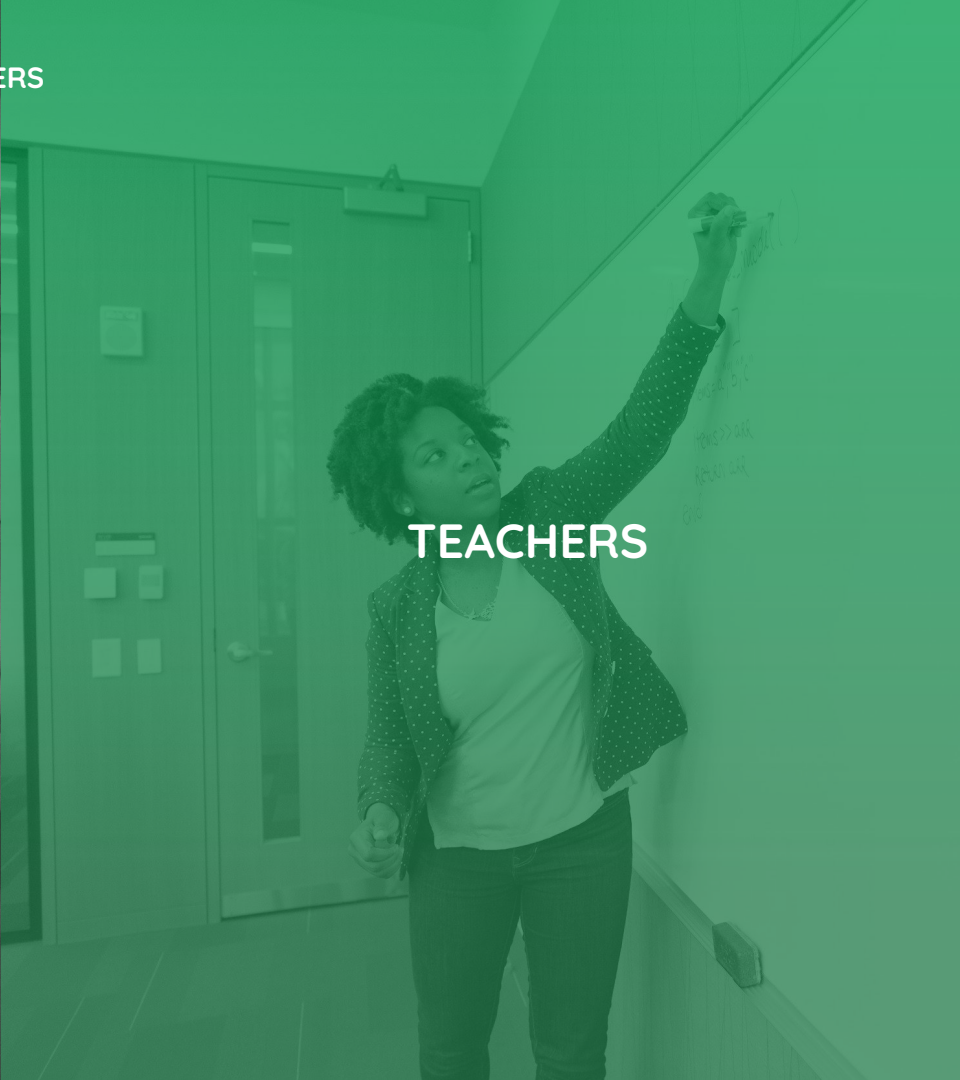
TECHNICAL CHARACTERISTICS

- Leverages Microsoft technologies such as Hololens, Cortana and MS Azure
- Works with voice commands, eye gaze and tracking.
- Provides the user with a virtual friend (IA)
- Developed using Unity and Maya

A close-up photograph of several young children of various ethnicities. They are all smiling broadly and waving their hands towards the camera. The image is overlaid with a semi-transparent green filter.

USERS

CHILDREN

A photograph of a female teacher with dark curly hair, wearing a white t-shirt and a dark patterned blazer. She is standing in a classroom, writing on a whiteboard with a marker. The whiteboard has some text and a drawing on it. The image is overlaid with a semi-transparent green filter.

TEACHERS

CUSTOMERS

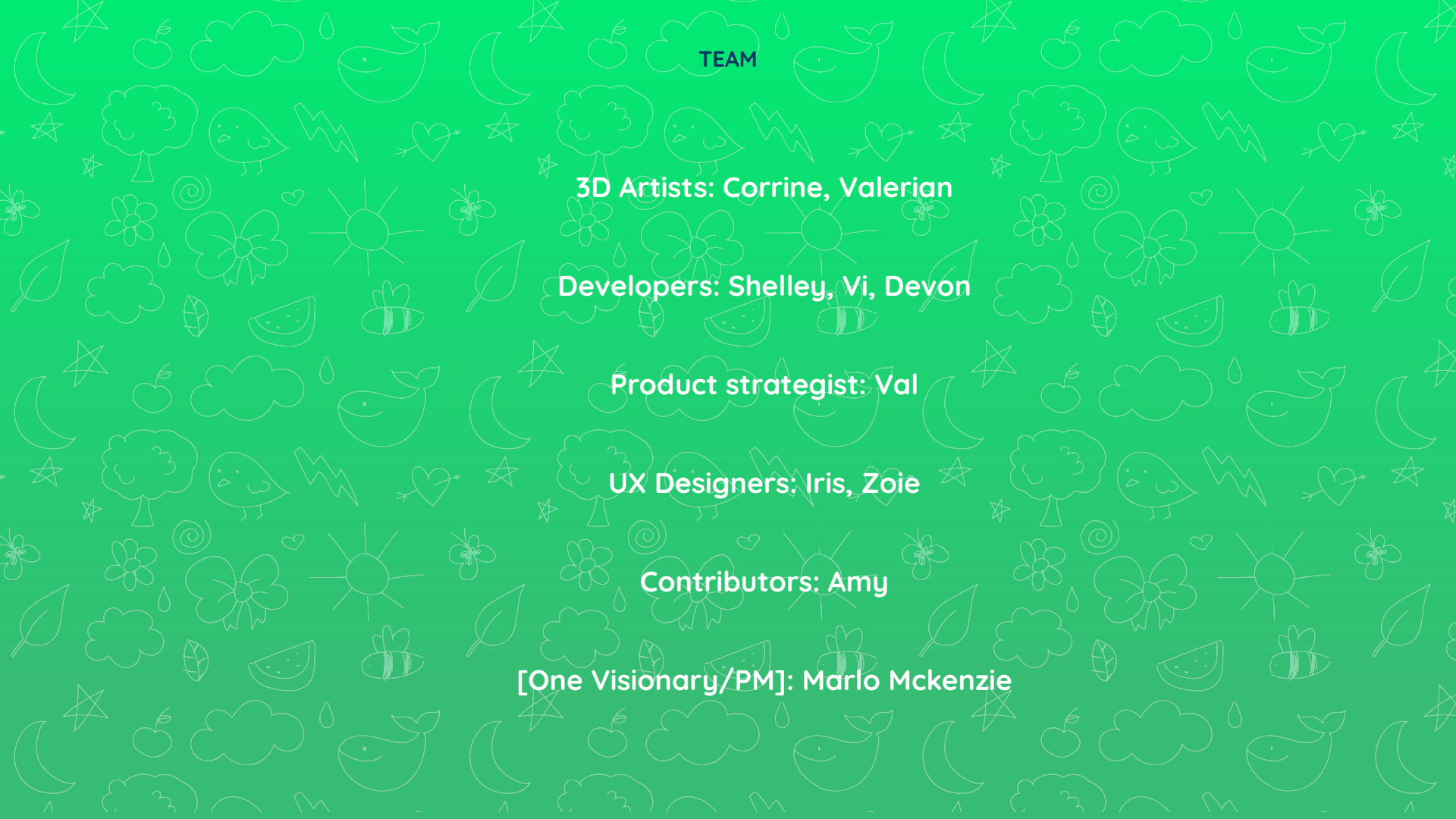
Schools, libraries, community centers, churches, after school programs and communities that are interested in **mindfulness**.

A child with light-colored hair is lying on their back in a dense field of dry, brown leaves. They are wearing large, black VR goggles that cover their eyes. The child's arms are bent and resting near their head. The entire scene is overlaid with a semi-transparent blue filter. The text "Why Hololens?" is centered over the child's face in a white, sans-serif font.

Why Hololens?

DEMO





TEAM

3D Artists: Corrine, Valerian

Developers: Shelley, Vi, Devon

Product strategist: Val

UX Designers: Iris, Zoie

Contributors: Amy

[One Visionary/PM]: Marlo Mckenzie

CONCLUSION

Let's use AR to make
the world a better place