



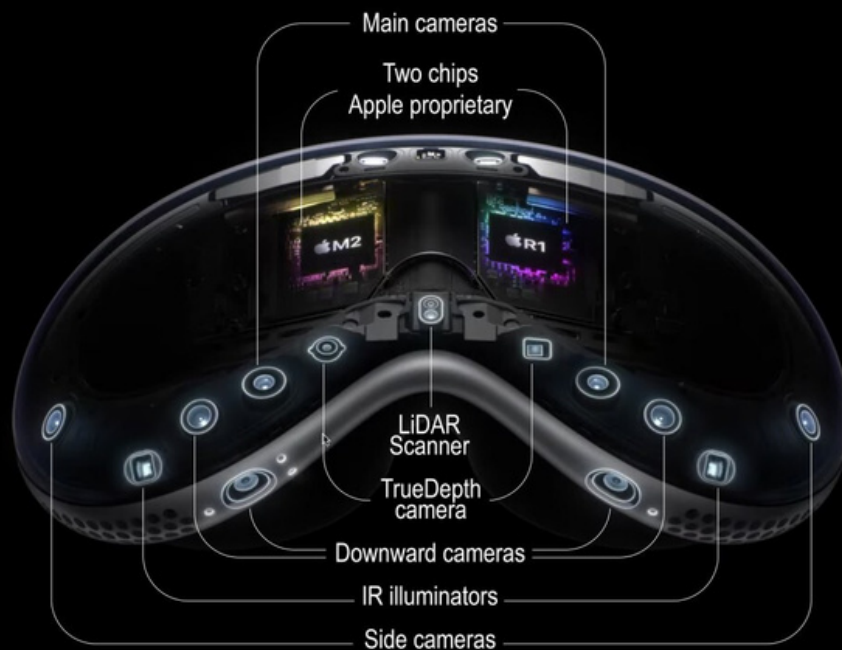
T R A N Q U I L

P R O J E C T P L A N

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SEARLES | KELLY HUANG | DALENA YONAS

WHAT IS THE APPLE VISION PRO?

The Apple Vision Pro is a **mixed-reality headset** that was announced by Apple in June 2023. It has two 4K OLED displays with a combined resolution of 23 million pixels, and it is powered by the Apple M2 chip. The Vision Pro also has a 12-megapixel front-facing camera and a LiDAR scanner for tracking the user's head and hand movements. Expected to be released in early 2024, The Vision Pro has a number of key features, including an ultra-high-resolution display system, a brand-new R1 chip, and an advanced Spatial Audio system. Other notable features include two individually amplified drivers inside each audio pod for Personalized Spatial Audio, an infinite canvas for apps at work and at home, and a flexible input system that allows the use of eyes, hands, and voice.



The Vision Pro is a powerful and versatile device that has the potential to revolutionize the way we interact with computers.

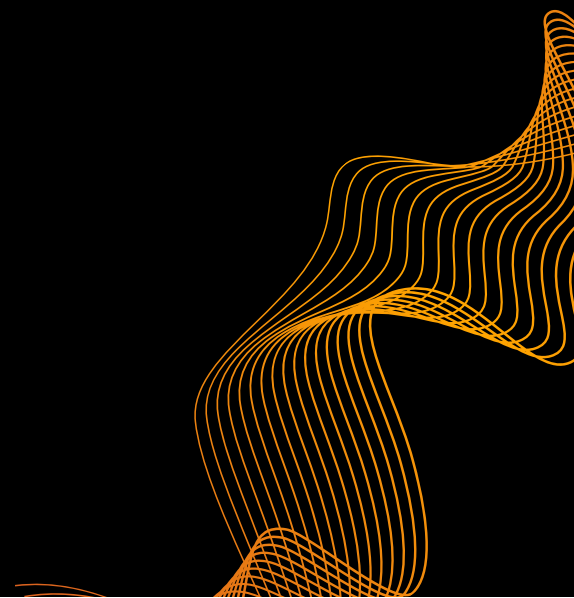
PROJECT OVERVIEW

We have been tasked to create and code a fully functioning app for the Apple Vision Pro. Our idea is to make a **distraction-free studying app**, Tranquil, in visionOS that provides a personalized, immersive experience for any individual user. With consistent use, we hope to create an app that improves student study habits and learning routines while creating a distraction-free environment. We aim to provide students and learners of all ages with a unique tool that transforms mundane study sessions into memorable experiences that encourage **full focus**.

GOALS

Reach

Our innovative Apple Vision Pro study app possesses the unique capability to intuitively interpret user cues and collect input seamlessly. This advanced application not only responds to user queries but also tailors a personalized educational journey, guiding users from foundational knowledge to confident expertise. Designed for compatibility across all Apple operating systems, the app seamlessly syncs with users' various Apple devices, promoting a holistic learning experience. In-app streaks offer users a visual representation of their study progress, fostering motivation and a sense of accomplishment, similar to Apple Watch activity rings. Our ambition includes testing at an official Apple lab on an Apple Vision Pro device to ensure top-tier performance and compatibility, with both all-immersive and mixed reality environments. Ultimately, we aim to launch the app on the App Store, granting access to a broad audience of eager learners and students like ourselves. Furthermore, we plan to introduce gamification elements to make the learning process both educational and enjoyable, solidifying our app as a comprehensive and engaging tool for study.





GOALS

Main

Our primary project objectives are to develop a user-friendly app for the Apple Vision Pro that streamlines the input of study material, ensuring an effortless and efficient learning experience with minimal distractions. To cater to diverse learning styles, our platform will feature a versatile array of study methods, including flashcards, fill-in-the-blank exercises, and matching games. We'll provide both non-immersive and immersive study environments, accommodating attention deficits and individual study preferences. Our overarching aim is to create a focus-centered learning tool that empowers users to engage with study materials in a manner that best suits their unique needs and preferences.

Safety

Our app will provide a safe and distraction-free study environment for the user. Tranquil will offer a streamlined experience focused on flashcard-based learning, featuring a simple and user-friendly manual input system. We will prioritize the transition from the user's window of operation to the immersive study environment, minimizing distractions and promoting concentrated study sessions. The app will provide users with a simple and productive space for effective learning and studying.

POTENTIAL ROADBLOCKS

Deliverables

Making sure that we create a functioning app that meets the user's expectations, while also ensuring that the project remains feasible within our team's allocated time frame.

Technological

Being able to code and run the app on the Apple Simulator for visionOS, while meeting our desired specifications and seamlessly integrating Tranquil across various Apple OS formats.

Timeline Adjustments

All meetings have been added to each team member's respective calendar, however, depending on each unique deliverable, the timeline of the project may have to be adjusted as we work through unforeseen challenges with the creation and development of the application through visionOS and the Apple Simulator.

TIMELINE OVERVIEW

Checkpoint 1

9/12

- Presentation - Gabi + Dalena
- Alpha - Jack
- Project Research - Kelly
- PR/FAQ - Paige
- Project Plan - Gabi + Dalena

Checkpoint 2

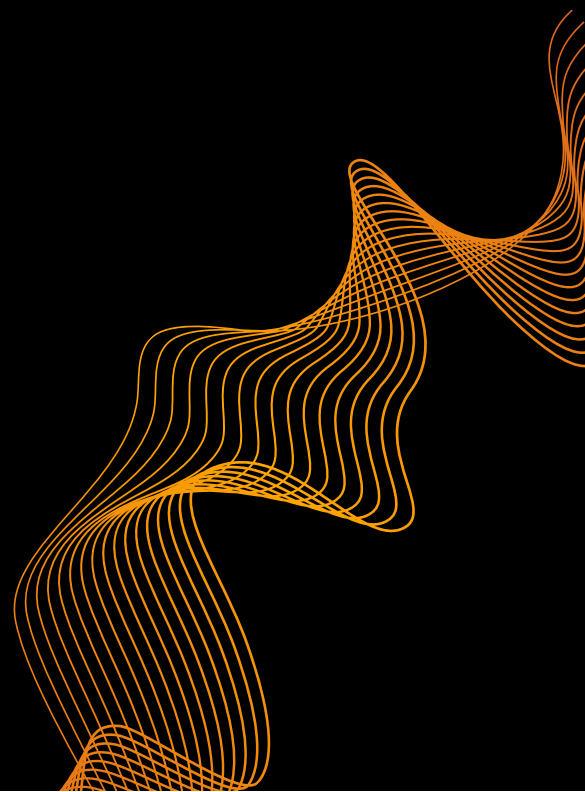
10/3

- Beta - Jack + Paige
- User Research - Dalena
- UX Map - Kelly + Gabi
- Peer Evaluation One Due

Checkpoint 3

10/23

- Rough Draft (1.0) - Jack
- Final Visual Design Document - Gabi
- Website beta - Dalena
- Poster - Kelly
- Peer Evaluation Two Due



TIMELINE OVERVIEW

Checkpoint 4

11/16

- Stage presentation beta - Kelly
- Secondary Draft (1.1) - Jack
- Launch/handoff/social deliverables - Paige
- Resume- Gabi

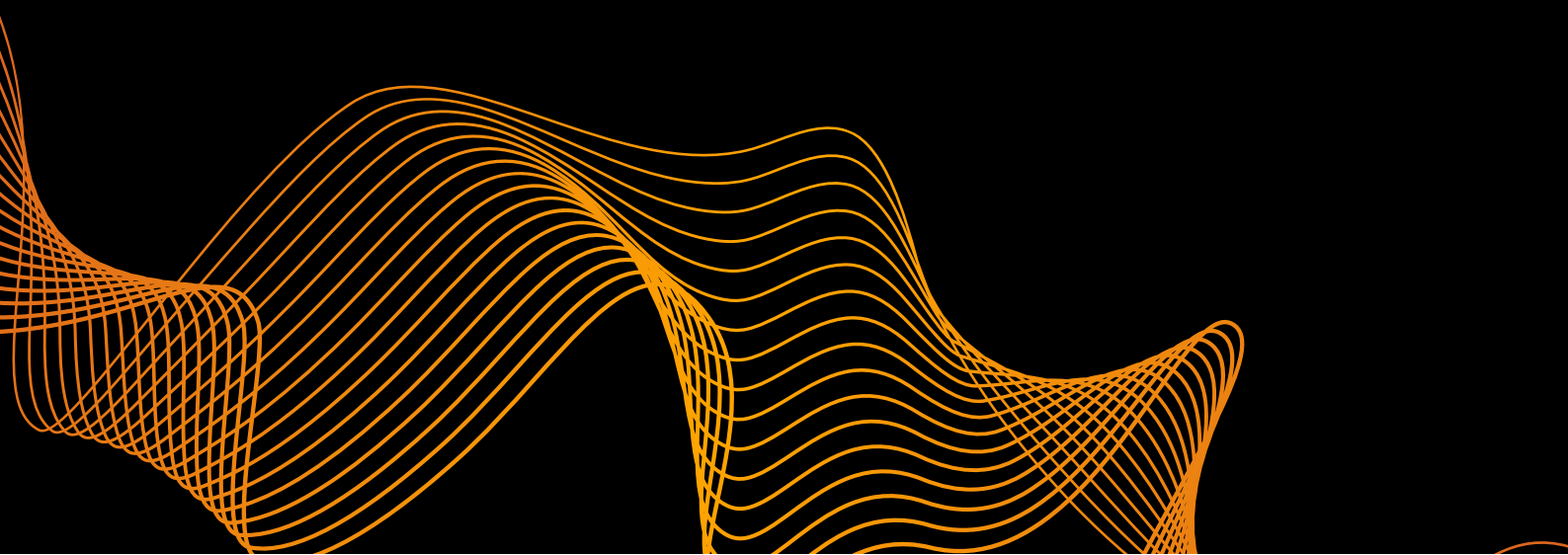
Final

11/30

- Final Project - Jack
- Stage Presentation - Gabi
- Booth Presentation - Dalena
- Project website - Kelly
- Trailer - Paige

SLAM

12/8



SOURCES

Image on page 1

<https://www.apple.com/apple-vision-pro/>

Image on page 2

<https://www.linkedin.com/pulse/next-tech-revolution-has-begun-apple-vision-pro-dont-miss-bellan/>

