

VR + Retail

VRIM 380 Team 3



[Mall] [Photograph], Antycip.



Yam, M (2016), [Virtual reality headset at Tom's] [Photograph], Los Angeles Times.

Problem Statement: VR Solution for Eco-ethical Brands

How to create a simple, easy, and interactive experience that addresses the large scale environmental, manufacturer, and social aspects at which the efforts of eco-ethical brands are aimed to improve or revolutize.

Need for an impactful experience that will result in personal thought about one's current practices and how their decision and / or mentalities can be improved based on the information provided.

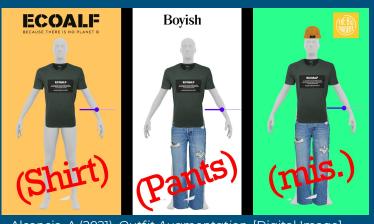
Rosenberg, J. [Picture of VR Experience] [Photograph], Starlight Children's Foundation.



Drexel Westphal Lobby: Physical Space

Progressional augmentation in developing an outfit Encourage multi-brand / multi-product shopping

- Increase product visibility and interchanging brands
- Present qualities of individual brands in a collective store experience
- Generate exposure to themes and style
- Fitting / sizing augmentation



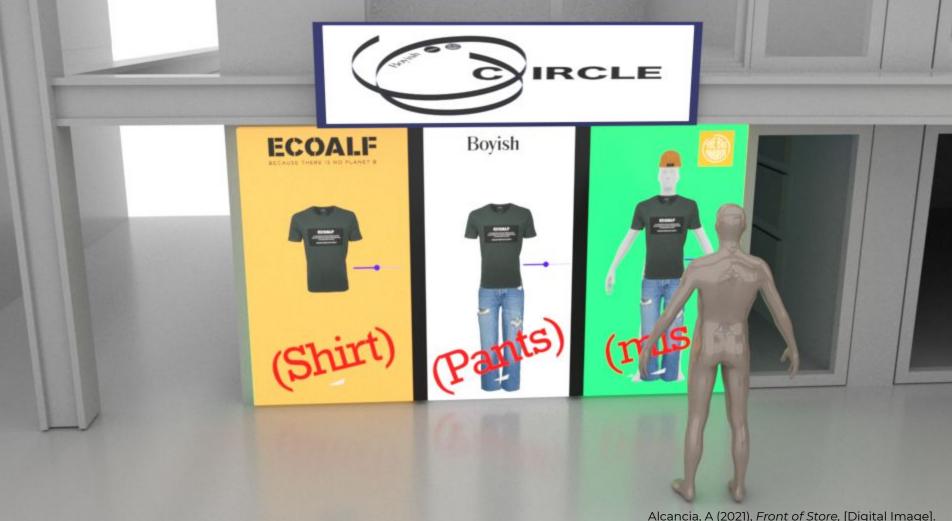






Alcancia, A (2021), Outfit Augmentation, [Digital Image].

Alcancia, A (2021), Outfit Augmentation, [Digital Image].



Alcancia, A (2021), Front of Store, [Digital Image].







