This year, my classmates and I were tasked with tackling our biggest challenge yet, the final major project. Therefore, it was an opportunity to not only show off the skills I have acquired over the last two years but also to experiment with new approaches and software. Consequently, I ended up taking a lot of risks and putting in extra work to make sure the final result lived up to my expectations.

Firstly, regarding the concept, I decided to once again, explore a theme which I regard as a great passion of mine, education, and how immersive technologies such as VR present new possibilities for enhancing educational curriculums and environments. However, this year I approached this topic with more cinematographic undertones in mind and ended up connecting the entire concept to my dissertation. As a result, I created an educational experience that focused more on narration, environments and viewer experience, to reach similar ideas to those I'd developed in my written work.

Ergo, when picking a subject to teach in my project, I had to go with something that would blow people's minds. Something they cannot see every day. That is why I chose astronomy. By emerging the viewers in deep space realistic scenarios, I would be giving them a taste of something most of us will never be able to experience in real life, the vastness and beauty of space exploration. By doing this I ensured the experience was memorable. In my view, my concept was strong and the research I'd done helped support my hypothesis and was a direct exploration of my ideas through a hands-on VR-based project.

On the other hand, I realized that this year I could not use the same game engine software I had used up until then (Unity). To accomplish the realistic and polished results I was aiming for, I knew I had to switch to Unreal Engine. The sheer amount of power it has along with the incredibly crisp graphics, made it a tool that I simply could not ignore. This was my major challenge since it changed all my original game logic approaches. Therefore, I had to learn it from scratch to be as comfortable with it as I was with previous software. In my opinion, this decision did not disappoint. During the project development phase, I was able to achieve some incredible results, despite the added challenges. The scenes look great, and the interactions ended up working well and proved to be efficient at entertaining the viewer.

In terms of collaborations, I am happy to say that this time it was a success. As I was able to choose who I collaborated with, I knew which people to go to with my work proposal. I ended up working with two people, Vlad from BA Sound Arts year 3 and Kabir from BA Acting and Performance year 2. They are simply incredible when it comes to their respective fields. The communication was smooth, and they always had my best interests in mind, which I am grateful for. When it came to the results, they were able to create the

soul of my project, the humanoid robot teacher. The narration Vlad created was timed perfectly and Kabir's acting was on point and unbelievably improvised. I think they were able to show their strengths through this project, and overall did an excellent job.

However, this project didn't happen without many problems. Namely, the steep learning curve that was Unreal Engine, and learning how to do the most basic of tasks proved to be a great challenge. For example, working with blueprints was a nightmare, personally. It is so specific that if I don't know which nodes to use, I can't code at all. It was a very difficult transition from simply writing code. Furthermore, it was a struggle to approach some collaborations and at times it felt like there could have been more support from the school in trying to help year 3 students with this crucial part of the project. This also means I could not get all the collaborations I had originally in mind (UI design students) and did the work by myself.

Despite this, I am happy with the results I got from this project, from the graphics to the immersion, interactions and the robot character, everything is like I envisioned it. But of course, there are always things that could be improved, such as the sound effects, the robot animation limb collisions, player location detection and the complexity and feedback from the interactions.

Overall, I am very content with what I was able to achieve in the last few months of this course. It was a joy not only to get this amazing opportunity but to also see my classmates and I growing and showcasing our progress.