

# VR Game Simulation on Hallucinations of Patients with Schizophrenia

Mr CHAN Chun Shing Huson, BSc (Hons) in Multimedia Technology and Innovation,  
Department of Digital Innovation and Technology  
Supervisor: Ms PANG Wing Yan Jasman, Lecturer

## Background

Schizophrenia, a serious mental disorder affecting millions, often blurs the line between reality and delusions. Despite widespread misunderstanding and bias, an educational video game could enhance public awareness and empathy, potentially diminishing stigma and discrimination against those affected.



## Objectives

The proposed VR game aims to simulate the experience of schizophrenia for educational purposes, fostering empathy and awareness. It encourages players to recognize mental health issues and serves as a catalyst for community dialogue, enhancing support and understanding.

## Methodology

### Game Development

- **Unity Engine:** The game development is carried out using the Unity engine, a powerful and versatile platform for creating immersive VR experiences.
- **Design:** Interactive environments are created to accurately visualize the hallucinations and challenges experienced by individuals with schizophrenia. This involves designing realistic and visually captivating settings.
- **Audio Design:** Audio design is professionally developed, which includes the creation of unique sound effects and voices to simulate auditory hallucinations experienced by individuals with schizophrenia.

**Gameplay Mechanics:** Engaging gameplay mechanics are implemented to simulate the symptoms and challenges faced by individuals with schizophrenia:

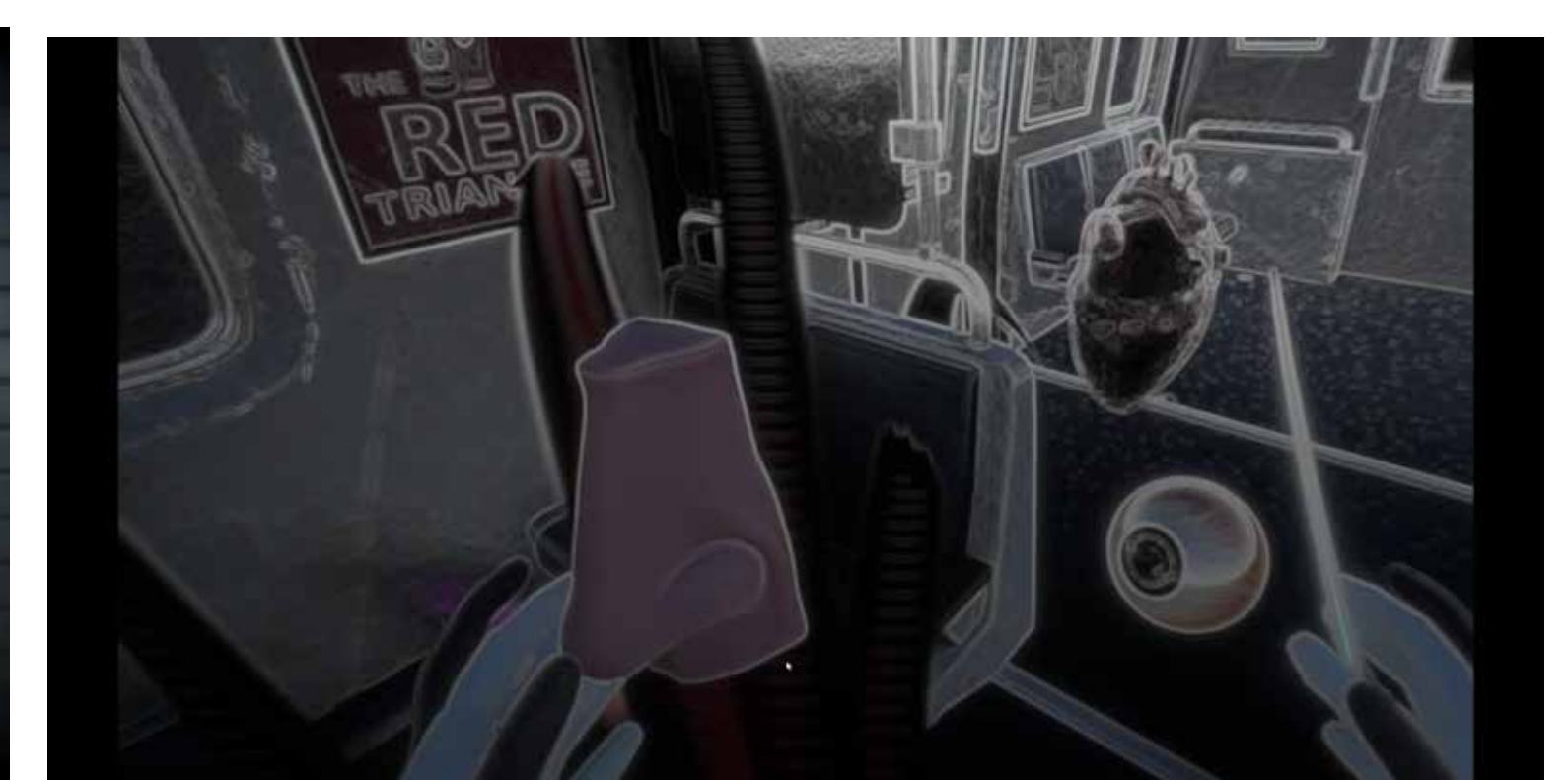
- navigating through hallucinatory environments,
- interacting with non-playable characters (NPCs) to understand different perspectives
- making choices that impact the player's experience.

**Level Design:** The game is structured in three levels, each representing a distinct challenge encountered by individuals with psychosis.

- **Level 1** focuses on simulating symptoms of schizophrenia
- **Level 2** provides interactions with NPCs to simulate societal prejudices
- **Level 3** symbolizes mental struggles through gameplay mechanics in a subway setting



NPCs in hallucination



Embodiment of the effects of hallucinations on the player's five senses

## Ethical Considerations

- **Sensitivity and Respect:** The development process prioritizes sensitivity and respect towards individuals with schizophrenia, thus ensuring the VR game can accurately portray their experiences without stigmatization or stereotypes.
- **User Feedback and Testing:** User feedback and testing sessions are conducted to gather insights and ensure that the VR game's content and mechanics are appropriate and effective in achieving the desired objectives.

## Conclusion

Through our designed game - "Hallucination", the public's stigma against schizophrenia can be gradually diminished, allowing people to correctly understand and experience schizophrenia, thereby cultivating understanding and sympathy for patients, and jointly creating an inclusive society.