

# AFTER THE SHIFT: WOUNDED WARRIORS

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ShapesXR Code:  
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Our VR experience simulates a walkthrough of the emotional realities faced by first responders through the perspective of a loved one.

By combining narrative, interaction, and environmental cues, the experience highlights how unseen trauma carries into the home and impacts relationships.

## How The VR Experience Works

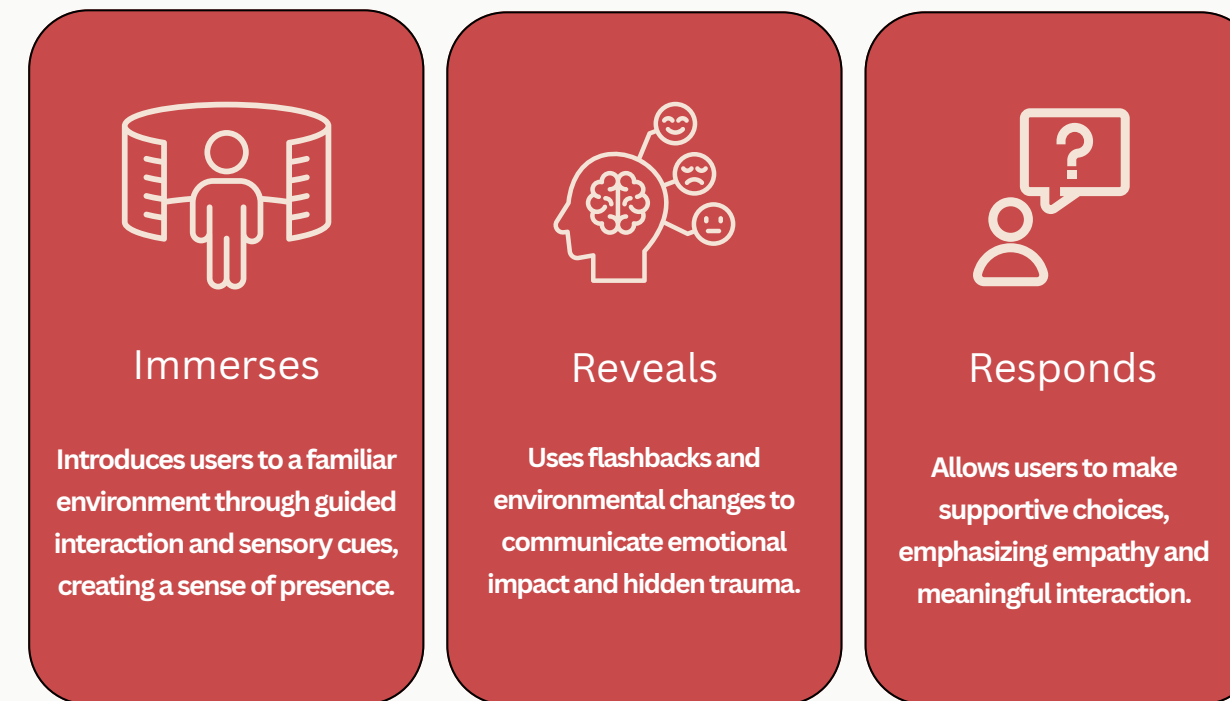
Through visual storytelling, ambient audio, and interactive elements to guide users through key moments. We see from both the first responder's and their partner's perspectives, highlighting how trauma is experienced and shared within the home.

## Connection to WWC Programs

This experience integrates key Wounded Warriors Canada programs, including the Spousal Resiliency Program, COPE (Couples Overcoming PTSD Every Day), and the Surviving Family Program. These programs inform the design by emphasizing partner support, communication strategies, and shared approaches to navigating trauma within the home.

## Interaction Flow & Meaning

Demonstrates how users engage with audio, visual cues, and interactive components to uncover meaning across key moments.



## Real-World Applications

Demonstrates how immersive storytelling can be applied to support awareness, education, and emotional understanding in real-world contexts

- WORKSHOPS AND TRAINING SESSIONS
- EDUCATIONAL SETTINGS
- MENTAL HEALTH PROGRAMS
- SUPPORT ORGANIZATIONS
- AWARENESS CAMPAIGNS

## Perception Guidelines

Uses sensory cues such as lighting, sound, and interaction to shape emotional perception. Encourages subtle, intuitive design to support immersion without overwhelming the user.

## Why This Matters

Highlights the importance of understanding invisible trauma and its impact on relationships. Encourages empathy and more supportive responses in real-life situations.

## Methodology

- USER INTERVIEWS**: Collected qualitative feedback on user perceptions, emotions, and experiences.
- BEHAVIOUR ANALYSIS**: Analyzed user actions and reactions to identify interaction patterns.
- USABILITY & CONCEPT TESTING**: Evaluated narrative flow and interaction effectiveness through playtesting.
- SURVEYS**: Gathered feedback on user experience, emotional impact, and overall clarity.



- 1 Instruction Prompt → Audio + visual guidance
- 2 Unread messages → Shows lack of response. Represents depletion, not rejection (*Spousal Resiliency insight*)  
“That’s not distance... that’s depletion.”
- 3 Interaction Element → Encourages user engagement



- 1 Interaction Element → Putting away spouse's jacket. Represents early signs of *Operational Stress Injury (OSI)*
- 2 Minimal environment → Reduces distractions to highlight emotional cues
- 3 Object Placement (Jacket) → Suggests neglect and emotional exhaustion



- 1 Environmental Detail → Creates realism and a lived-in space
- 2 Emotional Cue → Untouched meal suggests absence. Reflects partner's emotional weight (*Spousal Resiliency Program*)
- 3 Sensory Cue → Warm lighting and quiet tension
- 4 Narrative Symbolism → Represents disrupted family routine