PsycReality Bounty Starter Pack

This document outlines topics, tools, and general tips and tricks that participants are encouraged to familiarise themselves with before the competition, should they choose to do this bounty.

This document does not describe the bounty. You're going to have to wait till the event for that 😀.

Difficulty Level

Difficulty level: Intermediate

This bounty benefits from participants who are comfortable working with interactive systems, real-time logic, and user-centered design. Strong concepts are as important as technical execution.

Teams are encouraged to combine technical and design-oriented skill sets.

Recommended Team Composition

Participants are recommended to have teams of various backgrounds.

Useful backgrounds include:

- Software development (logic, state, interaction handling)
- Experience or interface design
- Psychology, human behavior, or learning sciences
- 3D, visual, or spatial design (helpful but not required)

Not all roles are mandatory; teams should play to their strengths.

Bounty Prizes

- 1st place: Internship for 6 months
- 2nd place: Internship for 3 months
- 3rd place: Career and Technology Mentoring with completion certificate

Topics Encouraged to Look At

1. Interactive Systems & Real-Time Feedback

Participants may benefit from understanding how systems can respond dynamically to user behavior rather than following a fixed script.

Relevant ideas include:

- Event-driven logic
- State machines and conditional behavior
- Feedback loops between user action and system response
- Designing interactions that feel responsive and intentional

2. Experience Design Beyond Screens

Designing experiences that go beyond traditional forms requires different UX thinking.

Participants may wish to explore:

- Designing interactions in spatial or immersive contexts
- Guiding users without explicit instructions
- Using visual, audio, or environmental cues
- Managing cognitive load and attention

3. Human Behavior & Psychology in Digital Environments

Understanding how digital environments influence perception and behavior may be useful.

Topics include:

- How context affects user decisions
- Emotional and cognitive responses to environments
- The relationship between embodiment, control, and engagement
- Designing for comfort, clarity, and trust

4. Responsible & Ethical Experience Design

Interactive systems can have strong effects on users. Participants should consider responsibility in design.

Key considerations:

- Avoiding sensory or cognitive overload
- Ensuring users always retain control
- Accessibility and inclusivity
- Clear exits, pauses, and recovery points

5. Tooling for Interactive Prototypes

Participants may choose to use tools suited for building interactive or real-time prototypes.

Examples include:

- Real-time engines or simulation frameworks
- Visual scripting or rule-based systems
- Asset-based prototyping tools

No specific tool or engine is required.

General Tips and Tricks

- Install and familiarize yourself with any tools you plan to use before the event.
- Start small: validate interaction logic before adding polish.
- Focus on clarity of experience over visual fidelity.
- You are not expected to build everything from scratch. Use existing assets or templates where appropriate to accelerate development.
- Agree early on scope and responsibilities.
- Keep logic, assets, and documentation organized.

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