ICT Project Nomination Form 2011
The teams choose projects based on this short description. There is no guarantee that your project will be taken, make it sound as interesting and as educational as possible.

Project Title:
Treating Obsessive Compulsive Disorder Online in a Game World

Client retains Intellectual Property: Yes/No
Confidentiality Agreement required: Yes/No

Project Description:
Over the last 20 years at the University of Tasmania there have been several computer assisted treatments for various psychological disorders developed. The bulk of these have involved a psychologist treating a patient in the same room as them, even when computer assisted treatments. This therefore limits the size and number of people able to use the treatment. This project involves recreating a treatment that has been proven to work in person, and putting it online to allow for much greater access for those seeking treatment.

This project involves re-creating a program for treating Obsessive Compulsive disorder (OCD) for an online deployment. In the original program (which will be made available to the team) the patient uses the program to control a character on the screen as they walk around a house in which there are items are stimulus to their disorder. How they interact with these stimuli then increases, or decreases their score. The score is there as a representation of how much exposure to the stimulus the user has had.

The aim of this project is to allow for sufferers of OCD to be able to easily get treatment for their disorder through putting proven treatments in a more accessible location.

Project Technical Information:

There are two primary components to be developed within this project. The first is the creation of a treatment builder which allows a psychologist to map out a custom house plan with stimulus locations through a website (using Javascript or similar). The second is the treatment program to be accessed via the web by a user wishing to treat their OCD. This should load in the details from the treatment builder and then appear as a 3D world in a browser (using Unity or similar).
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