ICT Project Nomination Form 2012
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:** FrightSimulator: An online treatment for Bird Phobia

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

**Project Description:**
Over the last 20 years at the University of Tasmania, computer-assisted treatments have been developed and evaluated for spider phobia, agoraphobia, depression and obsessive-compulsive disorder (OCD). In recent years the spider phobia and depression programs have been delivered online allowing for thousands of people around the globe to receive treatment. Last year a online treatment in a 3D environment for Obsessive Compulsive Disorder (OCD) was developed by a 3rd year project team, and will be live online during first semester of 2012.

The FrightSimulator project involves the creation of an exposure therapy treatment for individuals who suffer from Ornithophobia (Bird Phobia). Specific phobias affect around 8% of adults, and the research group behind this project has a publication history with several, mostly notably with spider phobia. In exposure therapy the phobic patient confronts the stimulus they are fearful of (eg a spider) until their anxiety subsides. Traditionally this would be done in person with a psychologist which can be expensive in both time and money. An online treatment aims to do this exposure through a digital representation of the stimulus (birds in this case) that triggers their phobic response, facilitating for treatment to occur.

The aim of this project is to allow sufferers of bird phobia easily access treatment for their disorder, while also facilitating data recording by researchers to validate the treatment and improve it over time.

In this program the patient will control a character (a screen person) as they walk around a level in which there are AI birds to interact with. How they interact with these stimuli then increases, or decreases their score. The score is a representation of how much exposure to the bird stimuli the user has had.

There are two primary components to be developed within this project. The first is the creation of a treatment builder that allows a psychologist to map out a custom level plan with stimulus locations. The second is the treatment program to be accessed via the web by a user wishing to treat their bird phobia. This should load in the details
from the treatment builder, which appears as a 3D world in the browser (using Unity or similar). This includes the creation of several AI bird types that the user will interact with based on parameters set in the creation tool.

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**Project Technical Information:**
The project will be largely implemented inside of the Unity gaming engine. The component that is built in Unity will also interact with a MySQL database. The treatment builder will also interact with this database and be most likely implemented using PHP and JavaScript.

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**Contact Information:**
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