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|  | **HASAN KALYONCU UNIVERSITY**  **Computer Engineering Department** **COME 499 Project Proposal Form** |

**Part I. Project Proposer**

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| **Name Lastname** | **Assist. Prof. Dr. Saed ALQARALEH** | **E-mail** | **saed.alqaraleh@hku.edu.tr** |
| **Company Information**  **(If you have collaboration with a company)** |  | | |

**Part II. Project Information**

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| **Starting Term** | |  |  |  |  |  |  |  |  |  | | --- | --- | --- | --- | --- | --- | --- | --- | --- | | 2 | 0 | 2 | 2 | / | 2 | 0 | 2 | 3 | |
| **Title of the Project** | Mobile Augmented Reality for Phobia(fear) Treatment |
| **Project Description** | |
| In this project, augmented reality mobile-based will be used to build a mobile app that supports people and encourage them to overcome their fear. Nowadays, people are less socially active and have more difficulties in solving their fear problems Such as Zoophobia(fear of animals), Acrophobia (fear of heights). Some of the barriers to overcoming these problems are society's rejection of seeking professional support as well.  We aim to remove these barriers using augmented reality technology. The app will be user-friendly, and usable, and provides long-term support. In addition, we plan to help people with different problems by presenting scenarios as realistic and diverse as possible in our project.  In this project, a mobile application that uses augmented reality to train and encourage users to overcome their fear will be developed. | |
| **Project Justification** | |
| **Novelty** | |
| **New aspects** | There are a few studies for mobile augmented reality for phobia treatment, but they are still in the preliminary stage. This study will deeply investigate the advantage of using augmented reality in train and encourage users to overcome their fear will be developed. |
| **Complexity** | |
| **Challenging problems and issues** | The student will learn the principle of mobile programming and augmented reality. |
| **Related computer science fields and subfields** | Mobile Programming and Augmented Reality. |
| **Tools** |  |
| **Risk involved** | |
| **Potential problems and alternative solutions** |  |
| **Minimum work required** | 6 months. |