Training children with special needs in Virtual Reality or Chat GPT

To support the families that have children with disabilities the application will work as a training scenario for preparing food. This involve preparing shopping list, go to the shop and store produce. The food should be adapted to the produce available in the existing country

Limitation:

There are existing applications for cooking, but this solution will address the full process of preparing food. In virtual reality the market can be an interactive scenario where students pick produce and put in their bag. This will give feedback to students as points with positive sound or no points and negative sound. Next scene will be in the home and there will be fridge, freezer and cold or warm cupboard.

Skills:

-Follow a recipe to make purchases from a list of food based on the ingredients

-Disposal of money within a limited budget

-Correct storing of the food products and leftovers

Requirements:

The text needs to be combined with an audio-file

The correct actions will generate point and make a positive sound (Ex. Pling-pling)

The wrong action will make a negative sound (E.x Bump)

Grade:

The open badge will show that the skills has been fullfilled