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In ALIVE, users ride on a recumbent bike surrounded by a large screen rather than a head mounted system. Our current system is not a traditional, computer-generated virtual environment. We are taking actual recorded nature footage to create the most realistic experience possible. ALIVE has many applications, ranging from anti-anxiety virtual reality treatment to hospital recovery and physical therapy.

AB U U EAM

Alex Barrington, Chief Executive Officer (CEO)
Michael Barrowclift, Chief Technology Officer (CTO)
Tim Pawlicki, Chief Marketing Officer (CMO)

ALIVE's inception began with an engineering design challenge last November. Direct Supply hosted the challenge here at Marquette with one objective: "Make life better for Grandma and Grandpa". All three of us are very passionate and invested in confronting the challenges of an aging senior population, and we used the challenge to springboard our efforts. Over the past nine months, with our research, personal experiences, and familiarity with the senior care market, we brought ALIVE to life.

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BE D B DA E Social Responsibility and Community Engagement

ALIVE promotes, encourages, and enables its customers to reestablish their connection with nature and enjoy an active lifestyle despite their abilities to do so. Our project emphasizes overall health and well-being for users who otherwise find it difficult or impossible to enjoy the benefits of nature and the outdoors. ALIVE is also **research in action**. Its unique combination of mental, emotional, and nature immersion therapy with exercise and physical motion creates an interdisciplinary research environment where the mind and body can be studied together.