

The background features a light gray circle with a blue oval inside it. Concentric circles, some solid and some dashed, are visible in the background.

Book

**Digital  
Designer  
& Project Manager**

Since 2010

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# Exhibition Scientific Mediation

2021 - 10 months  
4 applications – 50k€



# Exhibition

## Artificial Intelligence

### The Artist's dish

This interactive experience allows the visitors to create a plate as well as a recipe using AI algorithms.

2021 - 10 months  
1 application – 75k€





# R&D

## Historical & Architectural & IT



## Virtual tour of the 3D architectural modeling of the 14th century chapel of the Sorbonne

Presented at the rector and at the European Heritage Days 2019



Link to the project: <http://grezprod.com/tours/sorbo/>

2018 – 2020 - 32 months  
45 k€

# R&D

## Historical & IT & Educative



### 3D Hologram Effect Screen

Proposal for a mobile and portable  
holographic projection system in the large  
amphitheater of the Sorbonne

2018 – 2020 - 32 months  
Estimated cost: 100k€





# Serious Game Storytelling



Once upon a time at the Sorbonne

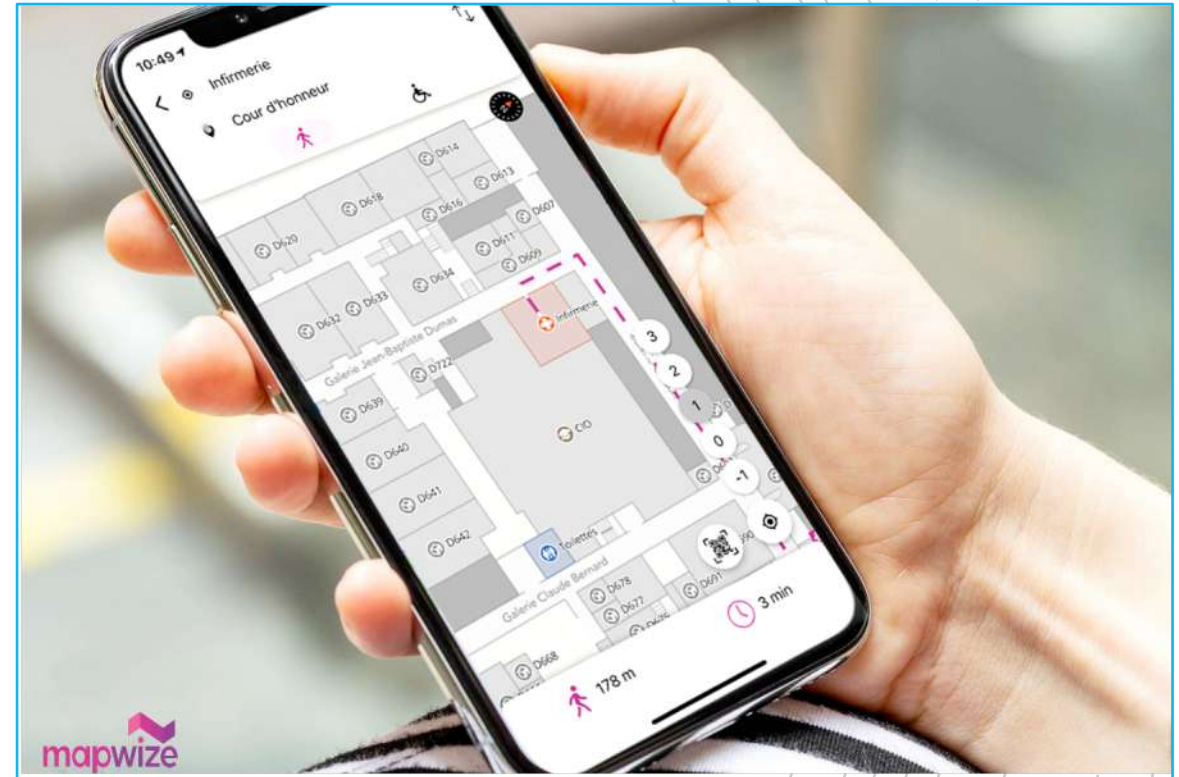
<http://aliciabaudry.garden/1253/fr/>



# La Sorbonne Education

## Sorbonne Indoor Guiding Application

This innovative project is the first mobile application released in the Sorbonne building from September 2019. It received a prize in 2018, called 'Francilien Trophy for digital innovation in higher education'.



2018 – 2019 - 18 months  
50 k€



# Serious game

## Academic research



### VICTEAMS

A Virtual Environment to Train Medical Team Leaders to Interact with Virtual Subordinate

2014 – 2018 - 42 months  
794 k€



# Generation of possible worlds for training in a virtual environment to decision making

PhD : **Mélody Laurent**, FEDER and Picardie region funded project

PhD supervisors : **Domitile Lourdeaux** and **Nicolas Szilas**

## Context

- Region project INCREDIBLE
- IT and SHS joint management
- Virtual Environment

## Goals

- Developing scenarios for Virtual Environments to lead to decision making in uncertain situations
- Dynamically generating a pedagogical strategy through narratology for situation awareness

## Theoretical frame

### Computer Science

- Planning under uncertainty
- Dynamic generation
- Probabilities network

### Narratology

- Non-Linearity
- Labyrinth
- Possible worlds

## Research question

How to develop scenarios and generate a uchronia in an uncertain dynamic simulation?

## Pedagogical strategy

**Scenario** ▶ Situation awareness and high stakes decisions.

**Debriefing** ▶ Point out the errors that learner can make and their consequences.

## Simple backup

- States of the world frozen in the past
- Backup = same world
- Predefined sequence of events
- Choice = only one good path of decisions

## Our dynamic generation system

- States of the past world updated according decisions
- Backup = different world = possible world
- Several possible decisions paths : no right decision

## Originality

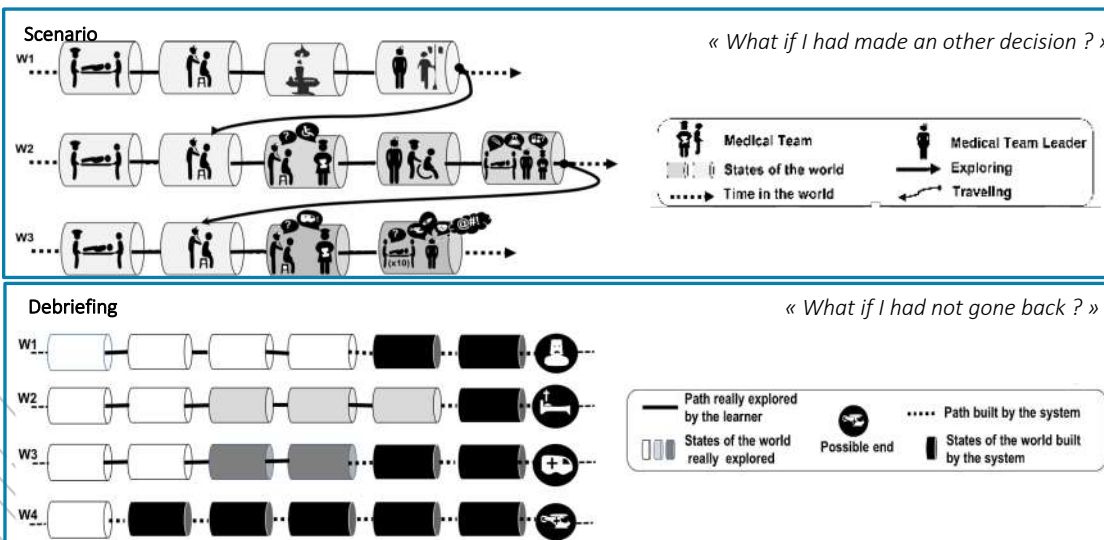
## Case of application

ANR funded project : VICTEAMS

<https://victteams.hds.utc.fr/>



Training environment for firefighters and medical emergency services in the event of mass casualties.



# Press QR Code

## Urban Alternative Reading Press

Offer an alternative to the free press by placing high value-added information directly in the street or in waiting areas (metro, library, airport, etc.), from « Science Actualités » or the paid press (daily, weekly).

2010 - 5 months  
R&D 3k€





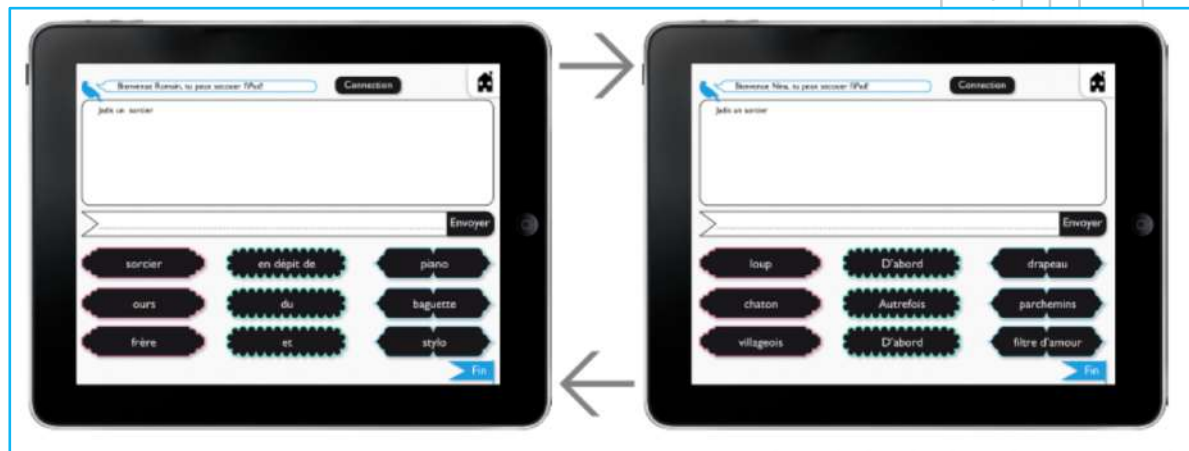
# Application School mediation

## Nel – New Reading Experience

Touchscreen application that is fun, educational and interactive in the school environment.



2010 - 5 months  
Final year project



# Robotics R&D & Education



Mindstorm robot lego - 2012

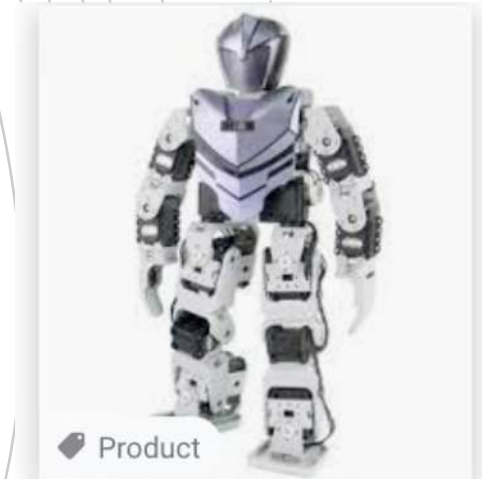


[NAO locates itself in an environment based on its vision](#) - 2012

[Interdisciplinary hackathon with Nao](#) - 2014



BlueBot- 2018



bioloid robot - 2010





**Thx !**

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