# Intro

Hello everyone, thank you for coming!

My name is Codey Winslow, and during Summer 2020, I worked on Optimized Learning with Virtual Reality thanks to the Oregon NASA Space Grant Consortium.

# The goal

The purpose of this project was the investigate the viability of VR technology as an educational device for industry skills. More specifically, to teach skills that require some kind of environmental interaction that would be expensive to mock. I would do this by setting up an experiment where subjects would learn using a VR application I develop.

# The initial idea / final

Originally, I wanted to model a tactile skill like playing cornhole and a procedural task in VR. In the experiment, one group would learn using this model while another would learn by watching a video. Both would then be tested on the real thing to measure how well they learned each.

As it turns out, my mentor had some issues with this, particularly the accuracy with which I would be able to model throwing a bean bag for the cornhole model. Instead, we settled on a much more approachable project: 3 levels of procedures for a touchscreen UI. This would allow me to develop one application usable for the test and the VR learning environment.

# Creating UI / Code arch.

[How UI works]

[How I wrap functionality in custom classes]

[How procedures work]

[How I manage procedures]

[Tutorials]

# VR in Unity

[SteamVR plugin]

[Touchscreen in UI]

# Testing / adjustments

[Family testing performance]

[Adjustments made]

# Getting approval / didn't test

[Why approval was pursued]

[Process delayed testing]

[Verdict]

# My experience

[What I gained from the experience]

# Where to go from here

[Strive to perform experiment, what else should be done to answer the question]

[My thoughts on the matter]