Test Project

Web Technologies

Team Challenge

Submitted by:

Thomas Seng Hin Mak (Skill Competition Manager)

Franz Stimpfl AT (Lead Expert)  
Diyarbakir BenKhadra AE  
Abraham Quesada Castro CR  
MarkKu Ruonavaara FI  
Richard Wu Sui LunHK  
Zabin Alharbi SA  
Oscar Ekholm SE  
Mark DuBois US  
Jotham Hernandez PH  
Alexandru Podariu RO

# Contents

1. [Contents 3](#_Toc17179537)
2. [Introduction 4](#_Toc17179538)
3. [Description of project and tasks 4](#_Toc17179539)
4. [Instructions to the Competitor 4](#_Toc17179540)
5. [Marking Scheme 4](#_Toc17179541)

# Introduction

Team Challenge or It’s AR time, baby! 팀 챌린지 혹은 AR 타임이라구 베이비!

Together with your team, you will use your combined skills to create a revolutionary augmented reality app, which can either be an AR game, an AR photo app using filters, an AR WorldSkills walkthrough, or anything else AR related.

팀과 함께 혁신적인 AR 어플을 만들어 보자. AR 게임, 사진 필터 어플, 월드스킬즈 소개나 AR에 연관된 아무거나 좋아.

The idea is, to create a cool showcase to present visitors of WorldSkills at the next competition.

다음 월드스킬즈에 오는 사람들에게 우리를 왔다 갔다는 걸 보여 주자

Within this module you can be as creative as you like ;-) There are no limits … except time!

원하는 만큼 창의적으로 해도 좋아 😊 시간 빼곤 어떤 제한도 없어!

# Description of project and tasks

You are allowed to use any available libraries and resources. You can use your laptops or any of the workstations for this module. Internet access will be available on all workstations.

사용 가능한 라이브러리나 리소스를 마음 껏 사용해도 좋다. 워크스테이션이나 랩탑을 사용하면 되고, 인터넷도 된다

There will also be three 360-degree cameras available to create your content. Please coordinate between the teams when to use them. There will also be an archive with several 360-degree photos and videos for you to use optionally.

콘텐츠 만들기를 위해 3개의 360도 카메라가 제공될 것이다. 카메라 사용은 팀 사이에 협의하라. 아카이브에서 360도 사진 등을 줄 것이다

Remember this is a team challenge and should be developing together as a group with each member doing their share of the workload. 팀 과제니까 자신의 몫을 열심히 하자

At the end, you’ll need to present your work. It should be an online viewable work. 온라인에서 볼 수 있는 과제를 끝나고 나서제출

# Instructions to the Competitor

Please interact and collaborate with your teammates during planning, implementation and presentation.

작업 단계 전반에 팀메이트와 협조하세요

# Marking Scheme

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Section | CRiterion | judgement marks | measurement marks | total |
| G1 | Participate in the team challenge | 0 | 3 | 3 |