# CMGT Personal Portfolio Learning outcomes template *v1.4*

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| **Learning outcome 1**  “As a game programmer, without any experience with VR, I want to learn how to set up unity for VR development, so that I can start developing a VR application. “ (10h)  *CMGT Competence(s): 1.* Technical research and analysis  **Learning outcome 2**  “As a game programmer, who wants to gain more experience in development for different platforms, I want to learn how to handle input and interactions with objects in VR, so that I can develop games in VR. “ (30h)  *CMGT Competence(s):* 1. Technical research and analysis, 2. Designing and prototyping  **Learning outcome 3**  “As a game programmer, who wants to gain more experience in development for different platforms, I want to learn how to handle movement in VR, so that I can find a balance between providing an immersive experience and decreasing the change of side effects like nausea. “ (20h)  *CMGT Competence(s):* 1. Technical research and analysis, 2. Designing and prototyping, 3. Testing and rolling out  **Learning outcome 4**  “As a game programmer, who wants to develop VR applications, I want to learn how to design UI/UX in a VR application and how does the approach differ from UI for desktop applications, so that my VR applications have an intuitive UI. “ (20h)  *CMGT Competence(s):* 1. Technical research and analysis, 2. Designing and prototyping, 3. Testing and rolling out | |
| **Describe how your learning activity corresponds with your learning outcome.**  Which assignment(s) and activities will you carry out to achieve your learning outcome? | I am going to both do research about the topics provided and implement what I have learned in my own game. |
| **Which product(s) (or outcome(s)) will you work on to demonstrate the extent to which you have achieved your learning outcome? Describe what the essential conditions, necessary characteristics, and requirements of each product (outcome) should be?**  What is the least you must do to demonstrate that you have achieved your learning outcomes? | The game that I will make will have two different movement options – teleportation and continuous movement. Ability to aim + shoot (raycast and/or projectile options) and/or throw a projectile. Ability to pick up objects. I want to avoid making the game feel disorientating, issues such as teleporting into walls etc. I will also need to make sure that the UI fits the game and is intuitive. I will create multiple versions of the UI and have people test it. I will also do some user tests related to movement and find out whether it’s worth to sacrifice immersion by making teleportation be the main movement method. |
| Describe your portfolio item(s): | A downloadable VR game and a test result report (for movement and UI). |
| Which sources (literature, tools, books, blogs, specialist journals, video tutorials, keynote speeches, interviews, etc.) will you consult and why? Which software/hardware will you use? | I am going to follow tutorials from Unity as well as various youtubers. I am also going to be reading the documentation of various features, potentially read some papers or articles related to this. I am not sure yet if I will develop an app directly for the VR headset or a desktop app that works in V. |
| **Previous Learning Outcomes**  Please paste the learning outcomes of modules here. Explain the relation with your current learning outcome and/or portfolio item, and or/ other CMGT modules. |  |