

## Project Proposal

**Project Team ID: Team 5, Proposal - 12**

**Project Title: Developing an Immersive Historical Experience using VR Technology and Unity Engine.**

### Team Members

Member	Name	Email / Phone
Team leader	Daniel Johnson	johnson512n28@hotmail.com / 260-409-2857
Member 1	T. Avery Eich	eichta01@students.ipfw.edu / 260-302-3162
Member 2	Asad Ashur	ashuas01@students.ipfw.edu / 260-804-0022
Member 3		
Member 4		

### Project Advisor

Name / Title	Dr. Aleshia Hayes
Office	ET 125D
Phone	260-481-6867
Email	hayesa@ipfw.edu

### Project Sponsor (Optional)

Contact person	
Contact info	
Company name	
Address	

### Project Description

Type	<input checked="" type="checkbox"/> Application <input type="checkbox"/> Information systems <input checked="" type="checkbox"/> Research-focused
<b>Abstract</b>	<p>The team will explore applications of virtual reality in a non-interactive environmental experience composed using the Unity Engine. Research into technologies currently available will be performed using the following products: Oculus Rift, HTC Vive, and Samsung Gear VR. This research will develop a methodology to assess all three technologies for application to historical and/or education experiences. The technology background, data collection and analysis, and the results of the findings will be documented and presented in a final report. After one semester of research and</p>

	prototyping, the team will finalize a functional experience and present their findings in the 2017 Student Research and Creative Endeavor Symposium.
<b>Requirements</b>	<ul style="list-style-type: none"> <li>• Documentation of current VR technologies and their methodology.</li> <li>• Collaboration with the Department of Visual Communication and Design (VCD) for 3D modeling and animation.</li> <li>• Deployment of prototype scene to Gear VR.</li> </ul>
<b>Optional features</b>	<ul style="list-style-type: none"> <li>• Deployment of prototype scene to Oculus Rift.</li> <li>• Collaboration with third-party (museum) for user testing.</li> </ul>
<b>Required resources</b>	Access to virtual/augmented reality hardware and software development kits. (Some may be provided by IPFW.)
<b>Required backgrounds</b>	Software engineering and/or computer graphics focal area(s). Familiarity with 3D, vector-based mathematics. Strong proficiency in Java programming.
<b>Other notes</b>	

As a member of Project Team, I agree to attend project meetings regularly, participate in developing project actively, and make a full effort to complete this project as proposed.

  
Team Leader

9/19/16  
Date

  
Team Member 1

9/19/2016  
Date

  
Team Member 2

9/12/2016  
Date

Team Member 3

Date

Team Member 4

Date

As the Project Advisor, I agree to meet regularly with the student project team, manage their activities, and participate in the evaluation of project deliverables.

Joshua Hayes 9/16/16  
Project Advisor Date

As the Project Sponsor, I agree to communicate with the student project team as needed to provide information related to project scope, requirements, assumptions, constraints or other items that may impact project success, and to participate in the evaluation of project deliverables.

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Project Sponsor Date