

# Workshop Design you own VR glasses

information sheet:

## Workshop description:

Right now all VR glasses are boring black boxes on your head. In this workshop you are going to change that! Together we are going to think of our own VR game or film and build a custom VR headset to match. When you are going home you will have your own personalized VR headset that you can use to watch VR movies and play VR games.

*Target audience: 12 -16 year*

*Participants: 8-12*

*Time: 3 hours*



Workshop development: Lucas Dewulf

## Material list:

### Workshop supervisor:

- Beamer / TV

### Building the headset:

- [12 cardboard VR headset](#)
- paper to write on
- paper to draw on
- pens and markers
- Art and craft material
  - Glue / tape / glue gun / ...
  - Colorful decoration
  - Cardboard / styrofoam / play - doh
  - paint / spray paint / ...
  - cutting knives / scissors
  - brushes
  - foil / bubble wrap / feathers / ...
  - ....

### Participants:

- Smartphone

### Software

- youtube App
- within

### Vision material:

[In the eyes of the animal](#)

[Nintendo VR](#)

[Antigone](#)

[Photos](#)

## Workshop progress:

Warm Up exercise (15 Min)

Create your own VR hero exercise (30 min)

VR headset inspiration (10 min)

Create your headset design (30 min)

Break (20 min)

Putting the Cardboard VR glasses together (15 min)

Designing your VR headset (45 min)

Watching VR movies with your VR headset (15 min)

## Warm Up exercise (15 Min)

**Introduction:** VR is a whole new way of seeing and imagining reality. To share your experiences in VR you need to practice your imagination and communication skills.

**Exercise:** Split up the group in pairs of two. One person puts their hands on their head in the form of imaginary VR glasses and closes their eyes. This person is now sitting in the middle of the room of the other person's bedroom. The person with the VR goggles looks straight in front of him and asks what he sees. When the person **not** in VR has explained the view, the person with the VR goggles can now freely look around and the other has to narrate.

*Tip: This exercise is also useful to get to know the other person. So motivate people to ask personal questions about certain objects or items. After 5 min switch roles.*



## Create your own VR hero exercise (30 min)

**Introduction:** Every game / film / experience has a main hero, protagonist. We are going to create our own character so we can design a VR headset to go along with their story.

**Exercise:** Imagine the hero of your story. It can be a fantasy story about a girl saving the world. Or a story about a boy who is running away from home to learn how to dance. Now everybody writes down 5 character traits of their hero, main protagonist. (Shy, strong, beautiful, clever, vegetarian, helpful ... ).

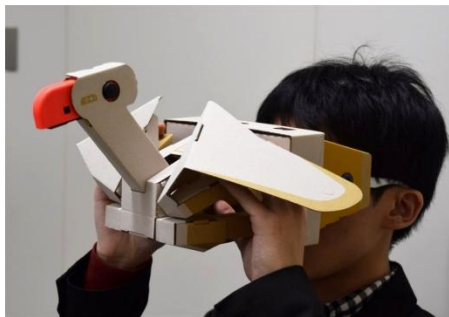
Now pass the list with traits to somebody else. This person is going to draw the protagonist based on the character traits. When finished return the list with traits and the drawing of the protagonist.

*Tip: Ensure to everybody that the drawings don't have to be pretty or perfect. They just have to get the idea across. You can even draw the surroundings as well to help people understand the character or situation.*

## VR headset inspiration (10 min)

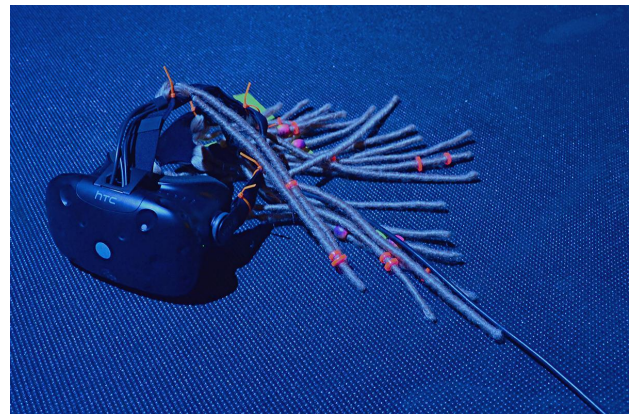
**Introduction:** VR glasses have been made by scientists and developers to give us really cool experiences inside the headsets. But the headsets themselves look boring and kinda stupid when you are wearing them. Now it's the job of artists like you to make them beautiful and cool!

**Inspiration:** [In the eyes of the animal](#) is a VR film that lets you see the world like animals. To enhance this experience they designed custom VR glasses with living moss on it. While experiencing the VR story you also smell the plants giving you a stronger connection to nature.



[Toycon Bird](#) is a VR game from Nintendo that lets you fly through the sky like a bird. Not only do the VR glasses look like a bird. The functionality of flapping the wings also adds to the feeling of flying because you are flapping air in your face.

[Antigone](#) is a theater piece that uses VR to tell a story in a new way. One of the actors controls a character using the VR headset and controllers. The character looks like a big surfer dude with long dreadlocks. So the headset the actor wears also has dreadlocks to connect the actor and the character in VR.



## Create your headset design (30 min)

**Introduction:** We have just seen a few examples of how a VR film or game can influence how the design of the VR glasses look like.

**Exercise:** Think of the protagonist and the story you just imagined in the previous exercise. You can take the character traits and the drawing of your protagonist and imagine what kind of VR headset he would have. How can you design VR glasses that may resemble the main protagonist style? How can the VR glasses help you feel more immersed in the story of your main protagonist?

*Tip: If a person is stuck try imagining more of the story with that person. How does the protagonist feel? What are his struggles and what are his goals?*



## Break (20 min)

## Putting the Cardboard VR glasses together (15 min)

**Introduction:** Most cardboard VR glasses come in a package you still have to assemble. Don't be afraid to break something. It's cardboard so you can always tape it back together.

**Exercise:** [Follow all the steps to assemble your cardboard VR glasses.](#)

*Tip: Some cardboard VR glasses have glue on them but it's always safer to use some tape to make sure it doesn't fall apart.*

## Designing your VR headset (45 min)

**Introduction:** You have your own VR glasses! Now let's start making them fabulous!

**Exercise:** You've just imagined a protagonist, a story and VR glasses to go with them. You have everything you need to start building your own personalized VR glasses. Are you going to build an amazing construction around your glasses? What are you going to put on your VR glasses so the viewer feels more immersed in the story? Be careful with knives and hot glue!



## Watching VR movies with your VR headset (15 min)



**Exercise:** Once you are happy with your VR glasses you can install the app Within or search for VR/360° videos on the youtube app and enjoy some VR films. How does the design of the VR glasses influence the way you experience the story? What does the person wearing the VR glasses look like?

*Tip: Most people immediately look for rollercoaster or horror videos. This can be fun but maybe for the first time they can try out national geographics wildlife VR film. So to not get sick or scared the first time they try VR.*