Workshop Itinerary

1. Creating 3D environments and experiments with no coding whatsoever
   1. Quickly build an environment and add new Target Stores
      1. Show manual then randomized placement
      2. Show random color assignment procedure
   2. Add Learn Targets, Mappit, Navigation, and JRD
   3. Show JRD/SOP convenient switching
2. Create new tasks using C# code
   1. Remove the stores and replace them with Geometric targets
      1. Add all four, make four placeholders, change Intialize>PlaceTargets properties (ignore rotation, ignore y, etc.)
   2. Create new empty GameObject (name it ChangeDetectionTask) (tag it as TASK) and attach a TaskList component
      1. Create empty objects called instructions and task
      2. Configure Instructions with new message (make sure self-paced and restrict movement are checked)
      3. Explain that we want another tasklist for trials and create it (repeat = 5)
      4. Show how it hangs on the new task with no component
      5. Attach LM dummy and show that it runs (then remove)
      6. Open LM\_Dummy, save as CDtask.cs, attach to the new task object
   3. Make the task
      1. Show where to put code and demonstrate functionality with Debug.Log(“Messages”).
      2. Walk through creating the Change detection task from scratch (don’t linger on the programming stuff, they can google it)
   4. Show the task
      1. Add in a LearnTargets prefab to show how prefabs can be combined, but also to allow participants to know the original colors.
3. Add an Azure module
   1. Show them the StorageExplorer, how to find the ConnectionString, and then output some data
   2. Depending on time and interest, show how you can log another file outside the logging system if you are porting an old task and don’t want to use this concise logging system for some weird reason.
4. Add new Landmarks Logging to the new task
   1. Record variables
   2. Show the output file and note how R-script can easily extract using regex (can show later or to anyone interested)
5. Time permitting
   1. Add a config to show how that makes for extra clear logging (without the whole Library/Application Support/Landmarks/Experiments/default/default/); maybe Show SLI startup scene
   2. Show R-script
   3. Github Questions