

Reflexive journals: These journals are designed to enable each student to reflect on and share a more individual impression of their own research and development, highlight their personal contributions to the group project as it progresses, and give their impressions of the contribution made by fellow team members. Each journal entry should take no more than 20-30 mins to complete.

Virtual Reality Collaborative Project 2023

Name: Tughu Aiyewa

Date: 22/09/2023

Please give a brief summary of your group's activity during the previous two weeks

During this past week, progress has been made regarding the final markers for the project. My goal during this time was to move away from the test markers used during the build/test phase. Creating the precise markers became my task because the markers had to be relevant to the overall aesthetics of my design while following the design requirements of what make a good AR marker. (Please see link for more details:).

Next was designing the textbook pages that would be used for the final presentation. This would have the marker embedded in them and serve in the overall storyline for my presentation. I had to come up with a design for both mathematics and biology, drawing inspiration from these subject textbook page images on Pinterest and google images.

Testing came afterwards which proved quite a challenge, because updating the database with new markers conflicted with my existing Unity scene script, hence breaking my software. Luckily, my work is stored using github, so I was able to resolve the problem by modifying a previous version with the new database (vuforia image marker database), which worked perfectly.

I returned to making changes to the mathematics marker because a wrong image with similar patterns was used which the software couldn't recognise.

Once I had the system at a working point, I switched over to researching for my critical review paper. Searching for journals and research papers around the topics of: Learning, Education, Technology in learning, AR, AR in education, Limitations and benefits of AR in education.

I was able to compose a draft of my introduction and sent to my project supervisor. Also, I worked on the project structure and methodology document which aids me in my writing.

What has been your particular contribution to the team, and involvement in the progress of this project during that time?

- Researching on AR marker technology
- Designing and creating the markers for mathematics and biology
- Creating the textbook pages from reference images
- Updating the Vuforia database with marker images
- Updating project in Unity with new Vuforia marker database, testing and debugging and correcting errors for functionality.
- Researching journals for critical review paper
- Wrote first draft of introduction
- Composed project structure and methodology document

Please share your impression of the contributions of each team member during this time, including yourself. Comments optional.

Name	% contribution	Comments
Tughu Aiyewa	100.00%	This time-frame has been quite intense. Goggling and trying to balance, work, research and personal day-to-day issues. Though a challenge, it was worth the learning curve.

Send to Duncan.speakman@uwe.ac.uk and your academic supervisor by allotted deadline.