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| **SOUTHERN CROSS UNIVERSITY** |

**Assessment COVER SHEET**

For use with online submission of assignments

Please complete all of the following details and then make this sheet the **first page of each file of your assignment – do not send it as a separate document.**

Your assignments MUST be submitted as either **Word documents, text documents with .rtf extension or as .pdf documents**.

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| Student Name: | **Yamini Bakshi** |
| Student ID No.: | **23706019** |
| Unit Name: | **Developing Immersive Interaction** |
| Unit Code: | **ISYS6003** |
| Tutor’s name: | **Mr. Rahul Raghavan** |
| Assignment No.: | **Assessment 2 - Report** |
| Assignment Title: | **Report** |
| Due date: | **8 August 2022** |
| Date submitted: | **7 August 2022** |

Declaration:

*I have read and understand the Rules Relating to Awards (*[*Rule 3 Section 18 – Academic Misconduct Including Plagiarism*](http://policies.scu.edu.au/view.current.php?id=00140#s18)*) as contained in the SCU Policy Library. I understand the penalties that apply for plagiarism and agree to be bound by these rules. The work I am submitting electronically is entirely my own work.*

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| Signed:  (please type your name) | Yamini Bakshi |
| Date: | 7 August 2022 |

**REPORT**

By Yamini Bakshi

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# **THEME**

The main theme of designed application is virtual reality in education. In the designed application, it is seen that the entire school is segregated into three major departments such as classroom, playroom, and library. To illustrate about immersive technique there is background music and some effects added to make the scene immersive. There is a lighting effect that makes the whole scene look colorful. In addition, there is a library that helps children to come and read during day time. Moreover, there is a playground that has swings and a playing area in which children could come and enjoy during their leisure time. All these segments are merged to explain the immersive concept of school.

# **PURPOSE**

The main purpose of this theme is to help the students or the users to understand what immersive technology is all about. It includes various methodologies and strategies that give an immersive impact on the users. Further, this helps students to interact with various objects and experience higher levels of learning and creativity. In addition to this, it also helps people to view recent school scenes as many of them cannot physically view the classrooms, playground, and library due to some common reasons. Lastly, it helps users to learn things quickly and in an easy way.

# **CRITICAL ANALYSIS**

Working on Unity, was the most challenging part for me. This was because I was very new to the software and had problems using it. The major problem I faced was fixing the main camera and was unable to fix the main scene with respect to the camera. I had to play with the software for almost a day but could not get through it easily. And, it was eradicated when I had a group meeting with my group members. Not only this, but when I linked my unity to GitHub I was unable to see the complete changes in my GitHub. So, I started to work again on the project and started to design things again. Using GitHub took a lot of time as I had to redesign the classroom. But I understood the main importance of GitHub while working with two other people. It was easily for me to have a look at what the other two people are doing just by accessing their GitHub link. I found this way of working a very smart way where I do not have to contact the other person repeatedly but I can smartly access it via my device.

On the other side, it was easy for me to think of what design I need to use. As I have made ample designs in my professional life and also in my other units so I found choosing a theme the easiest part of the complete project. As a designer, it is important to think of a theme as per the requirement so I was able to do that easily. Furthermore, the best thing I liked about this project was using Unity. Undoubtedly, it was much hard to use the software as it was limited time but the work was more. I still liked it as this software would obviously help me when I enter IT and work as a designer. Lastly, working in a group was the most interesting thing I found. As it is a huge project and it becomes easy when work is distributed among the group members. I learned how they manage things in a group and work within a team in an effective manner. Hence, I consider this assessment the most important assignment in the field of design. It will be exciting to see what comes up in augmented Reality as it will be the modified version of VR and I am sure that it will help me to grab and learn new technologies and innovative things.

# **GITHUB LINK**

[**https://github.com/YBAKSH10/ISYS6003\_VR\_Classroom.git**](https://github.com/YBAKSH10/ISYS6003_VR_Classroom.git)