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| **SOUTHERN CROSS UNIVERSITY** |

**Assessment COVER SHEET**

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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: | **8 August 2022** |

Declaration:

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| Date: | 8 August 2022 |

**REPORT**

By Yamini Bakshi

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# **SPECIFICATION/FUNCTIONALITY OF THE APPLICATION**

The following application is designed to get the real and immersive view of the classrooms. The following page is designed to get the real view of a class. The classroom has blackboard, tables, chairs, laptops and the window. These assets are make the things look real. There is a huge classroom written on the board which has a unique UI. This makes it easier for the users to go through the page. Furthermore, to get an immersive view, there is background music added to make the user feel smooth and one may feel relaxed. In addition to this, there is a particle effect also added when users get in the play mode. Lastly, to make it more immersive there is a lighting effect added that lightens the whole classroom which looks more bright.

# **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.

# **MULTIMEDIA RESOURCES**

The resources used in the following project are the lightening effect from Unity software making the reflection green. To give more effect, the shaders are also changed in high resolution that makes the effect brighter. Secondly, there is 8D music added that is played when game is in play mode. Furthermore, there are particle effects added that are in form of snow and come across random direction. Also, there are objects that are taken from unity asset store such as floor, roof, walls, table, and chairs. Adding all these resources in the unity makes the scene more impressive.

# **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)