Draft Timeline

|  |  |  |
| --- | --- | --- |
| Explore | 2/18 - 3/18 | DC tech team briefly assesses AR/VR infrastructure issues. For ex:   * Development/design strategy: e.g., A-Frame vs Sumerian vs Unity? * AR/VR hardware: current state of affairs, the next 2-3 years? * Required skills needed for a junior designer/developer  (e.g., for more complex development, use React VR / Vue.js)? * Design/dev requirements: hardware, Internet access, etc. * Teaching infrastructure: e.g., use Glitch to reduce setup time?   DC tech team -- and, if community groups are interested, some of their members -- begins learning AR/VR design/development. Goals:   * Get a quick and dirty feel for what's easy to do, what's hard * Brainstorm initial thoughts on how to "smooth the learning curve" * Briefly document our learning process, including what community of support we wish we'd had access to   Community groups and DC tech team discuss potential pilot projects   * What do we need to figure out or test through the pilots? * Given limited resources, how to get the best bang for the buck? |
| Plan | 4/18 | Finalize 2-3 Proof of Concepts and/or Minimal Viable Product pilots, criteria for analyzing them  With BFF, scope first iteration of DC AR/VR "makers space," where trainers teach designers/developers/entrepreneurs of color with goal of building & launching a product within a specific period of time |
| Experiment | 5/18 -11/18 | Run pilot projects Map what's known about making coding easier (e.g., coding UX)  Develop first draft of community training materials  Implement first iteration of DC AR/VR "makers space"  Begin equitable economic development & emerging tech discussion -- e.g., what does PoF's "we own what we make" mean in this context? |
| Iterate | 12/18 | Assess results, analyze resources & opportunities for next iterations  Develop roadmap for next few steps |