Darla Drenckhahn

CSC 567 – 3D UI

Final Project Outline

For checkpoint 3, I have updated my project outline for what I want to accomplish in each checkpoint to keep my on track for the end result and have clear goals for each checkpoint.

Research and working on the final report should be worked on for each checkpoint to keep on track. This outline will change based on how easy/difficult it is and what more research brings up for ideas/improvements

Checkpoint 1 Goals (due 10/7 midnight)

* Have a main menu coded for the AR app (have options for like what class possibly, and then under the class things like Lectures, Handouts, Homework, etc)
* Do more research and find research papers to give better ideas for the porject

Checkpoint 1 Results:

* Had a main menu partially coded but not tested on Unreal – but was running into a problem and the application was getting stuck on the unreal splash screen and wouldn’t actually bring up my application.
* Started looking at research paper that I will present which is related to my project

Checkpoint 2 Goals (due 10/27 midnight)

* Get scanning “QR codes” working on the app (these will be used in the lectures, handouts, etc)
* Get main menu done (didn’t get done in checkpoint 1 due to roadblocks)
* Have research question figured out

Checkpoint 2 Results:

* Switched to Unity because still couldn’t get unreal to launch my application
* Got a main menu coded and working
* Updated github – added gitignore, updated docs, added template for project report
* I realized when implementing the QR scanning AR functionality, I don’t really need a dropdown for class or module. Each QR code will be different so the user can just hit “start AR” and scan the QR code on whatever they have (powerpoint, textbook, handout, etc) and it will bring up the right material. This will add simplicity and make it easier for the user since they don’t need to go through the extra steps of picking their class and module.

Checkpoint 3 (due 11/4 midnight)

* When QR code is scanned, implement bringing up a helpful article providing more information

Checkpoint 3 Results:

* Got the application to bring up a article when the QR code is scanned – also realized that bringing up a youtube video will be done in the same way, so need to expand on other helpful things the AR application could do (help 3D model something to increase understanding??)
* Got it functioning where depending on the QR code scanned, it will bring up the right information
* Planned how study would run:
  + Need to sign consent forms?
  + Entry survey
  + Provide subjects a document explaining how the application works (everyone gets the same document so this won’t affect the results)
  + Have the user use the application with lecture powerpoint slides, a handout, etc (need to make these items)
  + Have a questionnaire to determine things like ease of use and applicability

Checkpoint 4 (due 11/18 midnight)

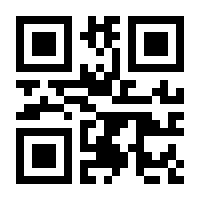
* Add more functionality that will enhance learning using AR besides just bringing up a website/video
* Create “Lesson Plans”
* Start putting together questionnaries and everything needed for the user studies

Checkpoint 5 (due 12/6 midnight)

* Add flow where there are the example handouts with the QR code next to a problem and scanning that will bring up a youtube video, etc. Basically putting it all together

Checkpoint 6 (due 12/13 midnight)

* Finish project report and any remaining items for project



Sentence