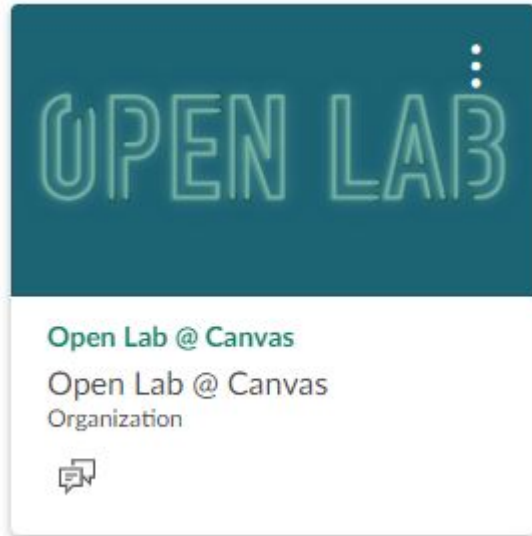


Open Labs: Unity Module

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What we did for the last two weeks



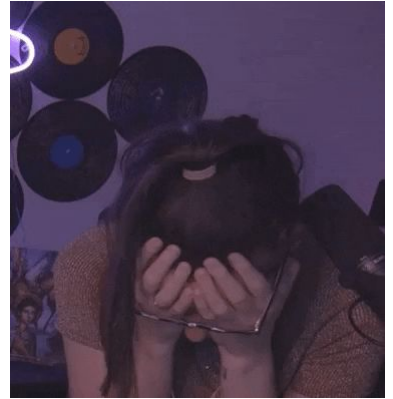
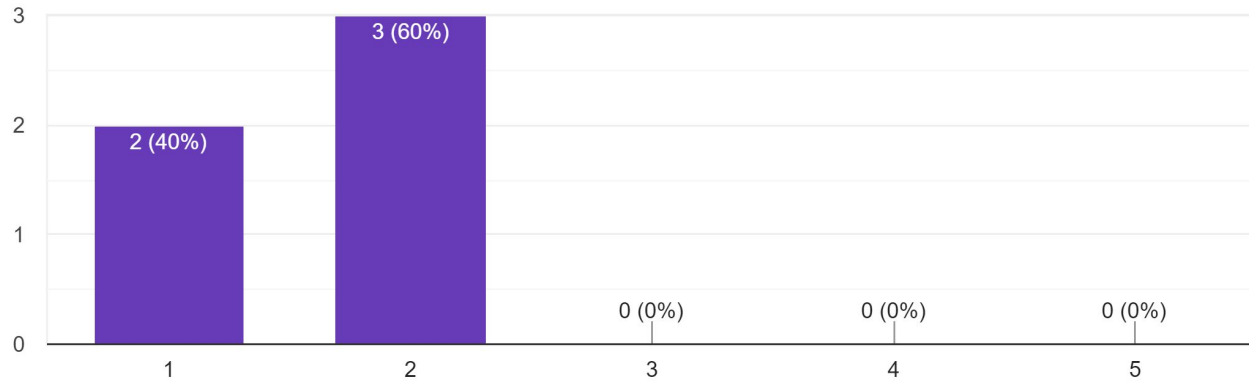
Track: Unity Game Design

Learning Module	Synopsis	Prerequisites
Introduction to Unity	Get started using Unity, a powerful game design engine that is famed for its <i>interactive</i> , <i>real time</i> , 3D development.	<ul style="list-style-type: none">• Introduction to Open Lab
Introduction to Coding	Learn the most basic fundamentals of coding.	<ul style="list-style-type: none">• Introduction to Open Lab
Scripting in Unity	Coming Soon!	
Design in Unity	Coming Soon!	

A good summary of our time

I would recommend the Unity module to others.

5 responses



Executive Summary

- It took us ~3 hours to complete the coursework
- We created a system usability survey to determine the success of Open Labs Unity module
- Used Likert scale to quantify (1 = strongly disagree; 5 = agree)
- Our findings:
 - Virtually everyone would not recommend (1.6/5 average)
 - It was easy to use (3.6/5 average)
 - We did learn something (4/5 average)
 - We didn't have to have any prior knowledge (1.6/5 average)
 - We didn't particularly enjoy it (2/5 average)
- We also prepared a bug report with feedback for each module

What we learned

Pre-Requisites	Module 1: Getting Started With Unity	Module 2: Editing Projects ~ Overview	Module 3: Mad Editing Skillz	Module 4: Putting It All Together
<ul style="list-style-type: none">• A little bit about resources available• How Open Labs allows access to resources which students may not normally have encountered	<ul style="list-style-type: none">• What Unity is & how to download software	<ul style="list-style-type: none">• Basic Unity facts	<ul style="list-style-type: none">• About models and material• Basic UI controls• Bringing in assets to a unity project	<ul style="list-style-type: none">• How to place a ground plane and import multiple assets

Bug Report Summary

- **Highest priority** - bottleneck bug
 - **Context:** Essentially before the last module, you had to do a self-graded assignment that required admin approval (but the admin was unaware that they needed to approve). Required team to email admin.
- **Medium priority** - quiz errors
 - **Context:** To pass each course you needed 100% on quizzes. One examples of errors in this category include a quiz with a question with duplicate options.

Learn.unity.com vs. Open Lab Module

- The Learn Unity module is future proofed because it tells which exact version of Unity to install
- Learn Unity acknowledges the microgames
- The Learn Unity tutorials focus on fundamental skill sets

- The Open Lab modules allows Pitt students to learn about Unity
- Open Lab focuses on an introductory course to Unity
- Open Lab video advisors shared useful tips to new users

Recommendations for Open Lab

- **Recreating the wheel:**
 - **Recommendation:** Consider using material from learn.unity.com, which already has a great program.
- **Reframing quizzes:**
 - **Context:** A big part of the modules are the quizzes; however, it would be more beneficial for students to learn why they missed a question rather than what is implemented now.
 - **Recommendation:**
 - Open Lab should make it so students don't have to retake the entire quiz, but only the questions that they missed.
 - It should also provide what was right and wrong, as well as an explanation for each question in order to really help students learn.
- **Assignment updates:**
 - **Recommendation:**
 - Make the last two assignments more unique from each other.
 - The second one focused on importing assets, the last one was also mainly importing assets.
 - Add more clarity surrounding assignments.
- **Adding supporting material:**
 - **Recommendation:** Add links to supporting material for content.