# Logos/cis-logo-exports-final-8-2015-3/Web/2_Department_Lockups/InformationScience/cis-infosci-2-color.pngMaster of Professional Studies in Information Science

# Sponsored Project Proposal Form – Spring 2018

Please complete the following project proposal form to sponsor an MPS Project. This form will be used to determine if your project is appropriate for MPS students and whether it is of sufficient scope for a semester long project (~400-500 person-hours). We will assign teams with complementary skills based on the skills and experience you list in this form. We will also share most of this form with the students to help them make their top project choices before we assign the projects.

Please direct any questions to the MPS Project Coordinator: [is-mps-projects@cornell.edu](mailto:is-mps-projects@cornell.edu)

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| Sponsor Name | | Virtual Embodiment Lab | | | | | | Date | 11/28/17 |
| Contact Name(s) | | 1. S. Won | | | Email(s) | Asw248@cornell.edu | | Phone |  |
| Description of the Sponsor | | | | | | | | | |
| This organization focuses on tracking, transforming and interpreting human movement in virtual and augmented reality, and developing and testing environments for educational, social and clinical use. | | | | | | | | | |
| Please indicate which academic year and semester you would like to propose your project. | | | | | | | | | |
| Year | 2018 | | Semester | Fall | | Spring |  | | |
| Project Title | | | | | | | | | |
| Task-specific UX testing in Virtual Reality | | | | | | | | | |
| Project Goal or Description | | | | | | | | | |
| The team will test the effects of different methods of hand control in consumer virtual reality systems on user attitudes when completing different tasks. Variables measured include task success, enjoyment, and comfort in a virtual environment. The tasks will be selected to reflect a range of likely activities. Some tweaking of existing programmed activities may be required; however, this will primarily be a design rather than a programming challenge. | | | | | | | | | |
| What activities are necessary to achieve the project goal? | | | | | | | | | |
| 1. Build on/modify existing software in the Unity game engine to create simple tasks (e.g., target hitting) in a virtual environment 2. Collect data from ~60 participants 3. Analyze both self-report and movement data 4. Present a report of their findings | | | | | | | | | |

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| What outcome would determine that the project is a success? Do you expect specific deliverables? |
| Deliverable will be the report; students will be assessed at each stage of the above activities, including modifying the software, collecting the data, and analyzing the data. |
| What are the skills and experience must the students already know to start work on the project?  Please be specific and keep in mind that students will be building their skills during the duration of the project. |
| Experience in the areas of user interfaces, experimental data collection, and/or survey design are required. Knowledge of Unity 3D and C#, and data analysis using R or Python, are not required but are advantageous. Programming assistance will be provided at all stages. |
| What are the skills and experience required to complete the project that the students may learn while completing the project? |
| Students will be provided resources and instruction in Unity 3D, C#, and R. Students will receive guidance on experimental design and data collection, as well as programming. |
| The project representative must be available 30 minutes per week for status reports, the interim report, and the final presentation. As the project sponsor, are you able to make this time commitment?  Yes. Please elaborate. |
| Yes, we will have a standing weekly meeting. |
| Some sponsors may choose to spend additional time with the student teams, e.g. phone contacts for monthly status discussions, reviewing research results, providing midpoint project feedback, and offering input to the final deliverables in advance of its completion. As the project sponsor, are you available to participate in these or any additional activities?  Yes. Please elaborate. |
| Yes. We will provide input at each stage of the process. |
| The project representative needs to facilitate access to company resources as needed and approve expenses. As the project sponsor, are you able to facilitate access to such resources, should the need come up?  Yes. Please elaborate. |
| Students will be provided all necessary resources. |
| Please consider other contributions listed below. Are you willing to make these contributions? (check all that apply)  Provide existing industry and company data as background at the beginning of the project.  Pay one or more team members to travel to your location for initial briefing / work session / final presentation.  Please elaborate. |
| We will provide existing software resources to scaffold the project. |
| Please send your completed project proposal to the MPS Project Coordinator: [is-mps-projects@cornell.edu](mailto:is-mps-projects@cornell.edu) |