AIE Student UNISA Placement Orientation

So, you have been selected to go on placement with the Psychology and Social Sciences staff of UniSA. That’s great. You’re going to love it. You’ll be working with some interesting VR tech and working with some delightful people. You’re going to do great.

But first there are a few things you need to do before your placement starts. It will take the staff at UniSA about a week to organise paperwork for you to begin your placement. In that time, try to complete the following tasks to make your transition as smooth as possible.

## Read the previous teams reports and documentation

Hopefully the team before you left the AIE faculty a report about the time they spent at UniSA and a copy of their updated documentation. Your placement really isn’t too long, so reading that report will help get you up to speed as soon as possible. As the project continues over multiple placements, it will get more and more complicated, so time is of the essence. The reports and documentation will help you prepare some of the materials you might need ahead of time. Additionally, when you have access to the repository, you will find a ‘Project Context’ folder with far more documents and records in it from development.

## Complete the UniSA Contractor Induction before placement commences

Your placement takes place in a small area of the Magill Campus. It’s a secure area and requires you to have keys with all access. The additional access will come in handy if something goes wrong and you need to stay late. However, to get that access and those keys you will need to complete the contractor induction. Its about 50 pages of Occupational Health and Safety readings with acknowledgements all the way through it.  
While you complete the induction, the UniSA staff are sorting out paperwork for you to claim your keys. Both must be completed before Security will give you access. While you can do the induction on campus, you save about 3 hours of hassle if you do it prior to placement commencing.

<http://w3.unisa.edu.au/facilities/contractors/ci.asp>

## Further Reading on VR Standard Unity Assets

The project is already set up. Its quite easy to get into without prior learning about VR. However, if you are looking to read up before you get there, then learning about the Unity VRStandardAssets.Utils API, OpenVR and the Oculus SDK will help.

<https://unity3d.com/learn/tutorials/topics/virtual-reality/user-interfaces-vr>

Additionally, any reading on VR User Interface basics will help you to design your way through the placement

<https://medium.com/stanford-d-school/the-storyteller-s-guide-to-the-virtual-reality-audience-19e92da57497>

So, there’s some basics to get you started. This is a great opportunity, and I have faith that you will do amazing.

Goodluck!