Week 4 Day 1



Logistics

Where we are

- Design: What is Reality? Exploring VR user interfaces
- Implementation: Using Unity, blocking out objects, building to Quest, collisions/triggers

How do I pass?

- Submit all weekly deliverables
- Attend all class sessions unless they get an absence excused. Because class is focused on activities and discussions, participation is highly encouraged.
- We are flexible and understanding, please let us know if something's wrong or you need more time

Brainstorming Activity





What problems can we solve with VR?



How might we...



Improve education?
Improve science education?
Improve high school biology education?
Help high school students studying biology?



Areas of Interest

Take 2 minutes, and write down spaces and/or fields that you'd like to explore



How might we...



Empower high school students studying biology to explore the topic at home?

```
[specific verb] [specific user group]
[in a specific context] [specific verb]
[in a specific context]
```



Come up with some HMW statements

2 minutes individual generation Quantity is key (>= 8 ideas/person) Nothing is dumb



3 min - Take turns reading your ideas out loud then putting them up on the whiteboard -- try grouping them



5 min - Discuss and build on each other's ideas



5 min - PULL A LEVER

Empower
elementary
schoolers
studying biology
to explore the
topic
at home

Empower
high school
students
studying history
to explore the
topic
at home

Empower
high school
students
studying biology
to collaborate on
experiments while
at home
empower
high school
high s
stude
studying biology
to collaborate on
experiments while
at home

Empower
high school
students
studying biology
to explore the
topic
at home
... using at least
a million dollars



2 min - Everyone votes for three HMW statements they like (draw a tally mark on that post - it)



3 min - Discuss among your team the #1 HMW you want to brainstorm today



Come up with some possible solutions to your HMW

2 minutes individual generation Quantity is key (>= 8 ideas/person) Nothing is dumb



3 min - Take turns reading your ideas out loud then putting them up on the whiteboard -- try grouping them



5 min - Discuss and build on each other's ideas



Homework



Meet with team and fill out this doc <u>Project Spec Template</u> (on the syllabus)

