

21-1 WHAT IS REALITY

Lesson Plan for Week 1-1 - CS 11 SI

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OVERVIEW & PURPOSE

The first day is for logistics

- Take attendance in order to lock in final class roster (5 min)
- Introduction to teaching team (10 min)
- Go over syllabus (10 min)

This will be followed by a 20 minute philosophical activity called “What is reality?” that will push students to think about the elements of what makes life feel “real.”

OBJECTIVES

1. Be able to name five elements of reality that are important to their perception of “realness.” Vision -- shadows, depth cues, photorealism (?). Sound -- spatialized. Physics -- interpretable. People -- behavioral realism.
2. Uncover personal subconscious assumptions about reality.
3. Know that the course will be heavily focused on class participation and activities.

MATERIALS NEEDED

1. Sign-in sheet
2. Whiteboard markers
3. Slides

https://docs.google.com/presentation/d/1kKyv6cU9MS45ouY4KURpjG-pguw-l4Whqse2x-pUsRQ/edit#slide=id.g42a670db0c_0_85

VERIFICATION

Steps to check for student understanding

1. Show notes about reality
2. Small group discussion about activity
3. Class discussion surrounding activity

ACTIVITY

Describe activity that will reinforce the lesson

Syllabus:

- Mondays are a class activity with heavy involvement
- Wednesdays are a Unity-focused lab

What is Reality?:

- Plato's "The Cave"
- Let students brainstorm for 5 minutes to mull over the question
- Take the students outside
- Split into pairs to roam campus for 10 minutes, noting what makes reality feel real
- Return; debrief, highlight
 - perception: vision, sound, tactile, smell, shadows, textures
 - Interaction: talking to someone, social presence
 - Time, causality
- Spend 5 minutes alone, make sure they keep notes of their now-hopefully-heightened observations
- Now, take one element of reality and *break it*, remove it, or invert it. What if we had no gravity? What if we had SUPERGRAVITY? What if we couldn't see? What if we had x-ray vision?
- These are the seeds that generate fun VR ideas