

Designing and creating virtual worlds, UWAS–C0056

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27/10 – 01/12, 2020
Online
Tuesdays, 15:15 – 18:00

Timeline of work

Lectures	Date	Task	Due date (dd/mm)
1. Anthropology of senses.	27/10	Design a concept for a 'world' to realize in the course.	03/11
2. Information architecture and VR.	03/11	Create an information architecture for your 'world'.	10/11
3. Interaction design.	10/11	Create an interaction matrix for your 'world'. Begin creating components.	17/11
4. Storyboarding a narrative.	17/11	Create a storyboard for your world. Continue creating components.	24/11
5. Making a prototype of your world.	24/11	Integrate all components into your 'world'.	01/12
6. Presentations of projects	01/12	Presentation of selection of final research plans by students.	Course completed.

Additional general materials

- Library of the Future: A general description of the about what is going on in virtual reality with interesting and relatively recent articles on the topic.

<http://www.ala.org/tools/future/trends/virtualreality>

- Purdue Online Writing Lab: The Online Writing Lab (OWL) at Purdue University houses writing resources and instructional material, and we provide these as a free service of the Writing Lab at Purdue. Students, members of the community, and users worldwide will find information to assist with many writing projects. Teachers and trainers may use this material for in-class and out-of-class instruction.

<http://owl.english.purdue.edu/owl/>, (Accessed September 18, 2012.)

- Usability guidelines, <http://guidelines.usability.gov> (Accessed, 6 October 2014)