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Aalto University
School of Arts, Design
and Architecture

Coding Virtual Worlds
Workshop 4

Prof. Sebastian J. Schlecht
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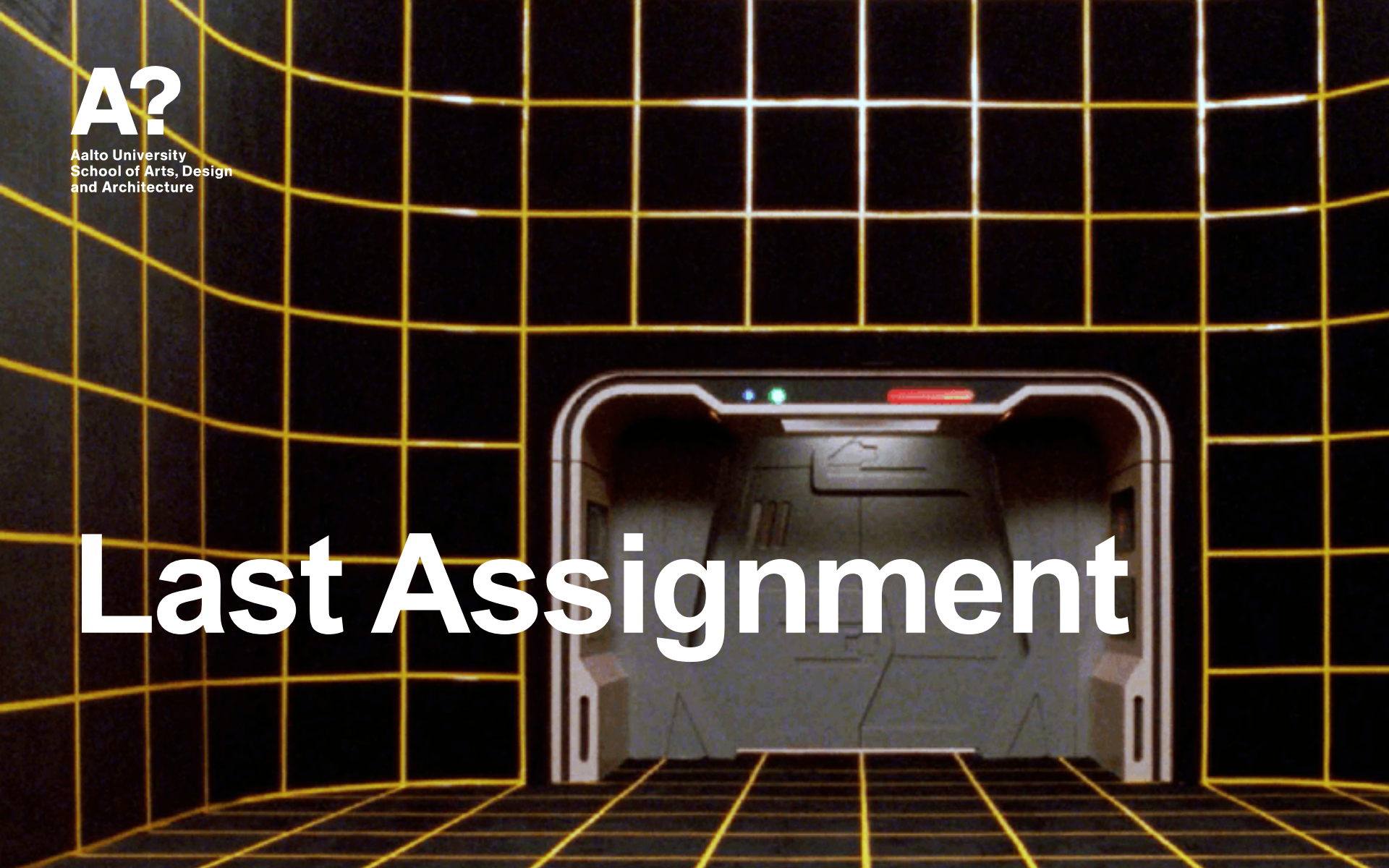
Today’s outline

- **Last Assignment**
- **Final Project**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Last Assignment

Last Assignment
Workload

How many hours did you spend on the assignment (excluding the workshop time)?

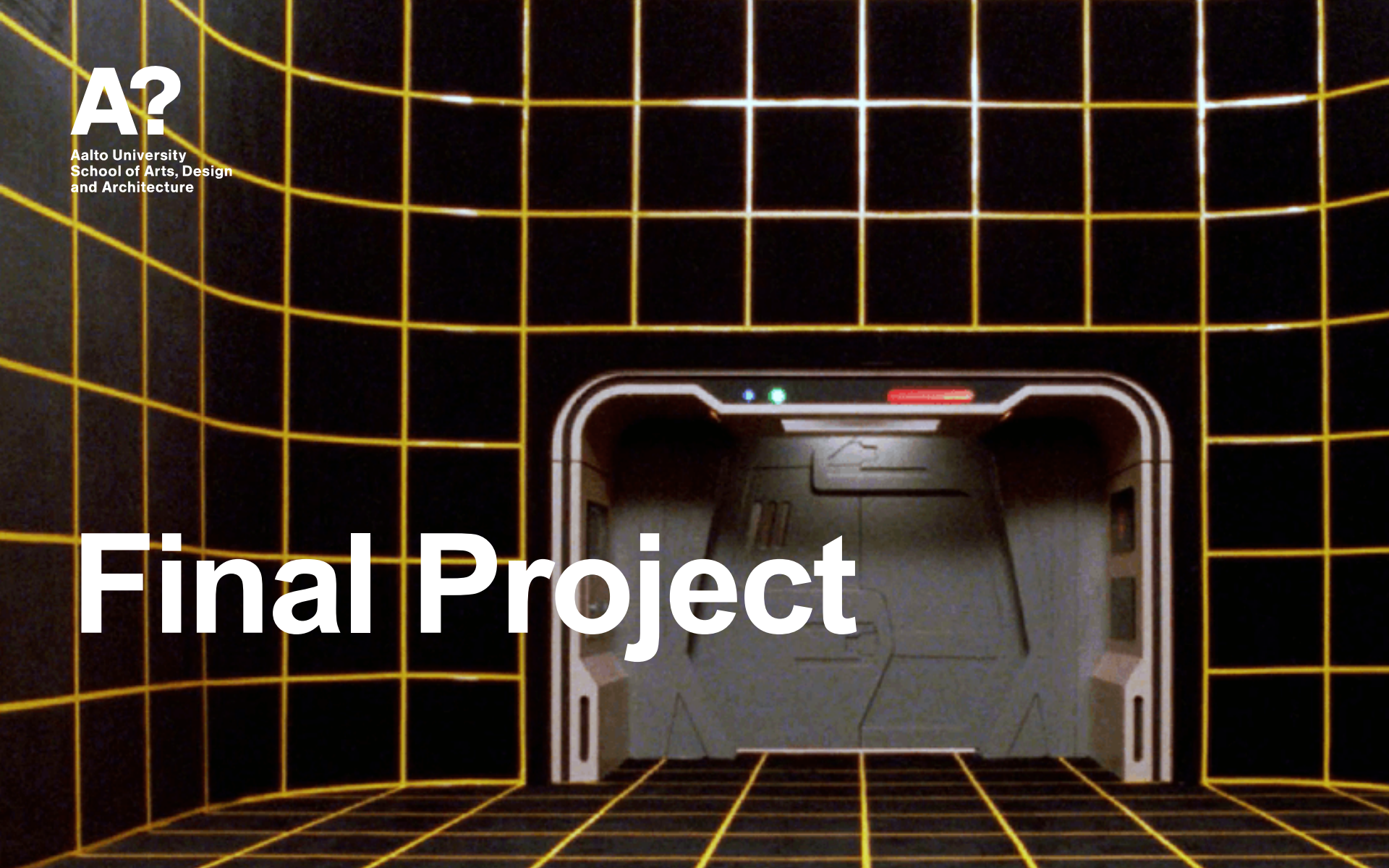
Average rank

Time in hours 5.5

Responses	1	2	3	4	5	6	7	8	9	10	11	12	13	14	15	16	17	18	19	20	Total
Time in hours	1 (10%)	**3** (30%)	0	1 (10%)	1 (10%)	1 (10%)	0	0	1 (10%)	1 (10%)	0	0	0	1 (10%)	0	0	0	0	0	0	**10**

Last Assignment
Do you have further comments?

- ***It was nice to have some time to experiment***
- ***There should be very detailed guidelines for each assignment about how to setup and configure things to get started.***
- ***The workshop was really helpful!***
- ***It was very useful to spend a bit more time dialing in the functionality, …***
- ***Thank you for giving us more time to work on polishing project***



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Final Project

Final Project
Teams

So far…

- **Tatu Blomqvist - Pekko Vasantola**
- **Rapolas Daugintis - Michael McCrea**
- **Erik Zuuring and Kiko Chen?**

Who wants to join?

Final Project
Timeline

- 5th October: Design Document + VR mechanic
- 12th October: Iteration 1
- 14th October: Presentation - 10-15 min incl discussion
  - Install Iteration 1 from others before (sharing opt-in)
  - Discuss VR design
- 19th October: Iteration 2 - Final Submission

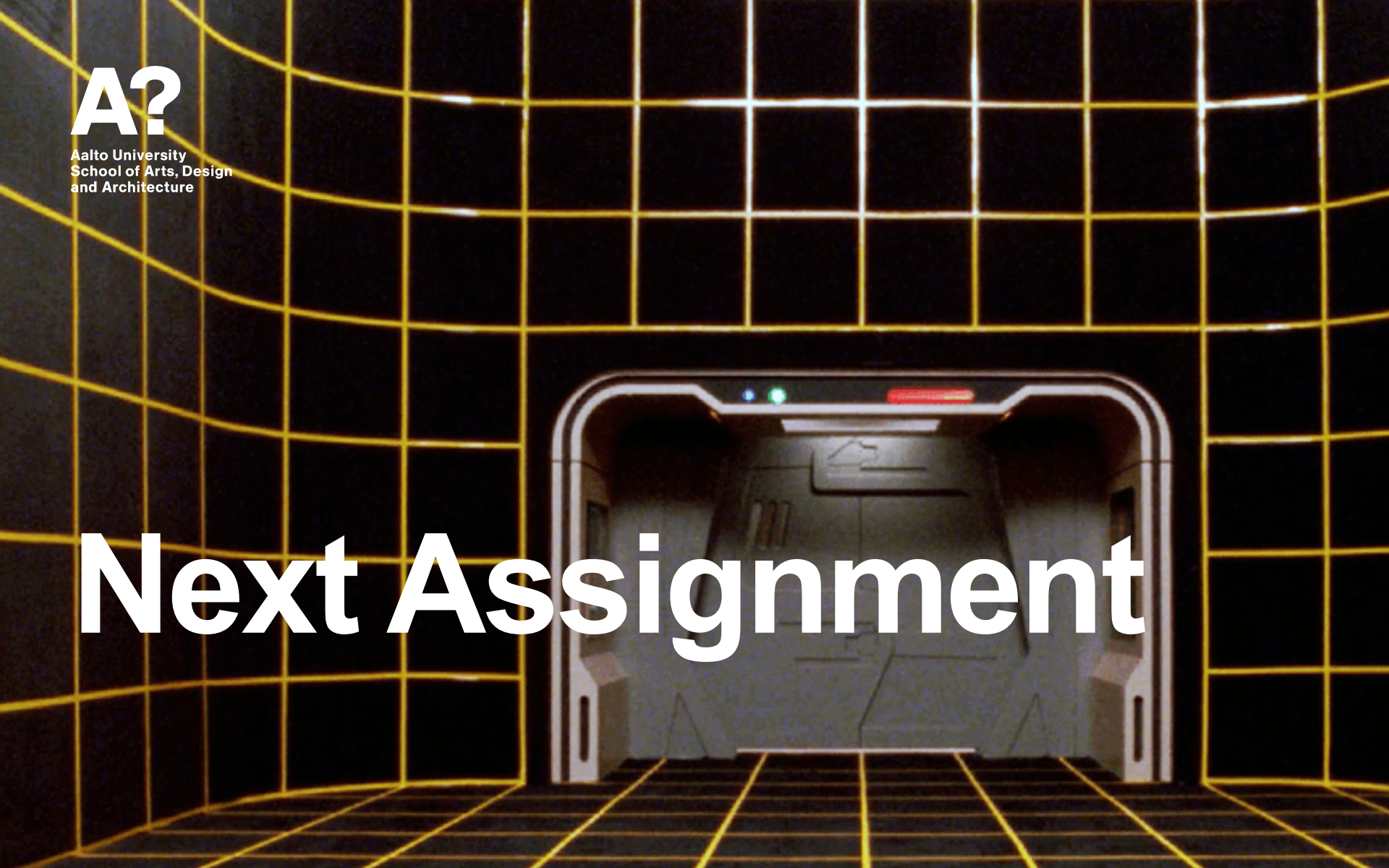
Final Project
Requirements

- 50 points - VR app which runs on Oculus Quest with at least one interactive aspect (not a 360 video)

- Implement VR design
  - 35 points: Implement a VR mechanic
  - 35 points: Write a short description of UX and discussion (incl DD)

Dimensions of Quality

- Ambitious, but well scoped
- Sensible usage of VR medium
- Level of polish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Next Assignment

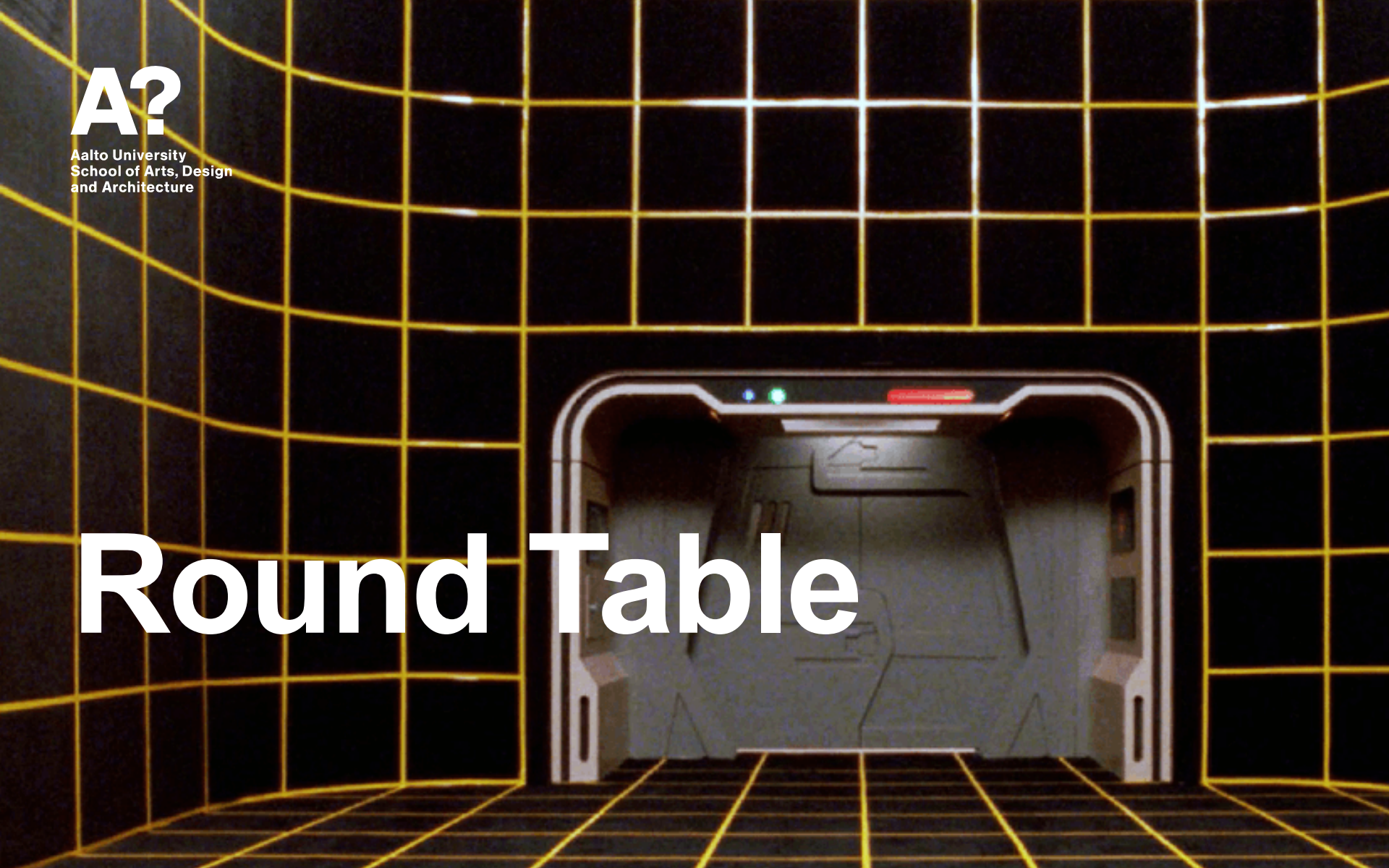
Assignment 4 - VR Mechanic

Tasks

- **Find Team (or do individually)**
- **Prepare a design document for your final project.**
- **Choose a new VR mechanic that is necessary for your final project and start exploring it.**

Deliverables (everyone needs to submit)

- **.apk (demonstrating the mechanic) + a short description**
- **Design Document for the final project**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Round Table

Final Project
Round table

Let's share our (preliminary) ideas on the final project!

Gather your thoughts (10 min)

Goals:

- **Share some concepts and ideas**
  - **Do you have a reference experience?**
  - **What are the essentials?**
- **Identify VR mechanic**
- **Brainstorm about implementations**