

VR for the Social Good: Retro 1

retro

Liked	Votes
That the projects we will be working on can give us real world connections	11
Hardware is available for students ----- I really liked the fact that we get to work a really cool technology such as VR.	7
Making a website really helped make it easier to showcase our projects to others. ----- The website creation and youtube upload was a great method of getting us to have a way to show our work for the future	5
I liked the fact that we were given a list of tutorials that would help us learn how to use Unity to create our projects. ----- Even though the learning curve can be steep, opportunities for self driven learning, leading to flexible and adaptable process ----- It is project based class and gives me flexible time frame to work on the project.	5
Freedom to choose what we would create	5
An iterative assignment schedule, building project by project, leading to the final goal of putting it all together	1

Learned	Votes
using trello to keep track of all kinds of activities in the project	9
How to implement interactions and navigation in a way that compliments VR.	5
Agile development and Virtual Reality and working in a systematic manner	3
How to develop an VR app for Google cardboard while taking into consideration the limited user input. ----- How to develop a VR application and deploy it to an Android phone.	3

<p>how to use unity and basic development of VR ----- Learned how to use Unity in a span for four weeks ----- How to use Unity for simple games, and how to develop a VR application in it. ----- Import GoogleVR SDK into Unity</p>	3
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Lacked/longed for	Votes
<p>one demo app should have been developed with interactions so that it would have been easy for students to develop the app. ----- More examples/ideas to implement projects</p>	22
<p>Not enough tutorials for the game development in class, would be great if there's a technical session. ----- More demos for some specific funtcions ----- Instructions/tutorials on how to use the resources available for the class: 360 cameras ----- Tutorials on web were lacking, proper resources independently from DigitalTutorials/Lynda would have helped.</p>	13
<p>Figuring out how to accomplish certain things with the help of online tutorials was more difficult than usual due to the different processes required for different versions of the GoogleVR SDK and Unity.</p>	10
<p>Unity Tutorials/ GoogleVR SDK done in class ----- It would have been more helpful if we had live tutorials in class so that it can be easier for students to ask questions. ----- There should be some VR technical teaching like teaching some sort of development stuff so that learning can be fun.</p>	10
<p>There should be some kind of link between this class and the VR Gator group. The group could serve as backup for answering questions and promoting new ideas.</p>	3
<p>Not enough TA hours or TAs since this is a self-learning class more resources will be appreciated</p>	3
<p>Google cardboard v2.0 headset with the working button instead of the magnet</p>	2
<p>Lack of tutorials for Cardboard with unity. Most tutorials are outdated and use old sdk versions.</p>	2

Demo or feedback could have been required so that everyone could get a chance to improve on their Unity project	1
Working with difficult concepts like mirrors and their reflections. There are not many online tutorials for some of these things	1