# PROJECT TWO

## (Part One) VR Research

**GOALS**

Collect, summarize and present current research about what virtual reality (VR) is and how to use it now and in the future. Create an augmented poster and video presentation to summarize your research, and prepare you for implement your own VR designs.

**SKILLS**

• Be able to critically analyze and research new technologies in preparation for implementing and designing with them.
• Designing a poster/visual that synthesis your research.
• Presenting your research verbally in a video presentation.
• Refining your digital literacy skills
    *These skills will prepare you for many research and development projects you may encounter as a multimedia designer in the industry.*

**REQUIREMENTS**

1.  **Research:** Use Google scholar as well as Online tech news, blogs, or books
        • Explain what **VR** is.
        • Cover the history of VR briefly.
        • What are ways to use VR today?
(You may want to look at how VR is used in all areas briefly, or look deeply at one or two: Medical, Education, Training, Entertainment, Retail, Daily life, Others)
        • How do you think VR can be used in the future?
        • What applications can you use in this class for your VR project?
(Amazon Sumerian, A-frame, what other ways can you create VR?)
**2. Poster:** Create a printed poster 11x17 that synthesis your research and augment it using Aurasma or ZapAR.
**3. Video:** Create a video presentation that is 4-8 min long using adobe spark. Your video should be uploaded to youtube and added to your augmented poster.

**DELIVERABLES**

**Google classroom:** Turn in a PDF of your 11x17 augmented poster and a link to your video presentation uploaded to youtube.
*Pay attention to layout, typography, and hierarchy in your poster and presentation design.*

**DUE**

**Wednesday, March 21st**
**10 am**