# PROJ 03
Extra-Real

All creative people want to do the unexpected

– Hedy Lamarr

due 13 nov 2019

This is a team design project focusing on the extra-real. Reflect for a moment on our readings, classroom discussions, and expert perspective. Think about the conversations you have undoubtedly heard from the press and from friends about Virtual Reality (VR). We can continue many debates about how virtual, mixed, and augmented reality can be both empowering and isolating – exhilarating and nauseating. However, there is one primary element that we argue is not in debate: the power to **change perspective,** for better or worse.

> *perspective – a particular attitude toward or way of regarding something; a point of view.*

For this project, you will use the material of VR to change perspective. You should be thinking broadly about this. VR can help a high school student visualize complex roots of quadratics equations – change perspective to educate. VR can help a geneticist develop new life-saving medicines – change perspective to discover. VR can help a shop worker learn new techniques through virtual training – change perspective to build skills. VR can help an adult understand more clearly the perspective of a child, a conservative understand the perspective of a liberal, an American understand the culture and anxiety of a Syrian refugee, an immigrant, an elder, a recent retiree, indigenous peoples, a person suffering from dementia, Parkinson's, visual impairment, and so much more. Virtual Reality offers the designer a powerful tool to examine our world through a new lens, or foreground something critical that has always been there but not clearly in focus. Your challenge is to use the material of VR to create an important new perspective. It can manifest itself as a narrative, game, film, walkthrough, obstacle course, scavenger hunt, incarceration cell, etc. Scale, language, visual culture, and sounds, are just some of the design parameters at your disposal in this work. Focus less on visual fidelity and more on meaning and message. Given the time constraints, you will need to present a sketch of your final design, selectively choosing to detail the major elements that guide our understanding of the work and engagement. Let's also be very clear that VR is not the panacea for human empathy. However, it can start powerful conversations and, when done well, alter a discussion, add a viewpoint, educate, elucidate, include, empower, and maybe even change a vote. It all starts from changing perspective.
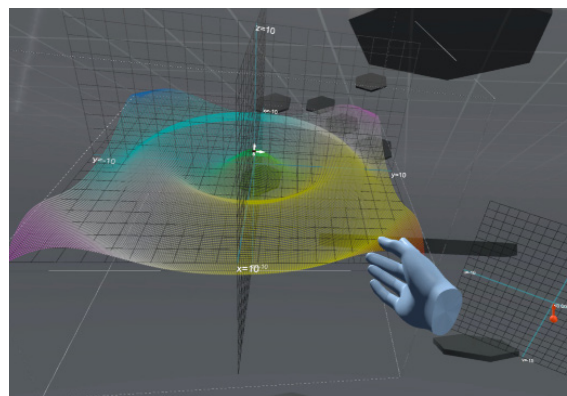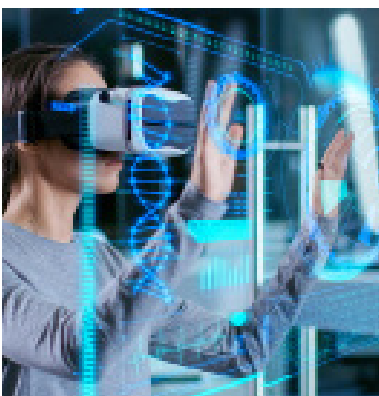
There are a few other constraints to keep in mind as you develop your project. You must use the Oculus Quest as your point of experience in this work. There must also be some form of interaction using the hand controllers (i.e. your design must not be a purely visual walkthrough experience). Also, while you may have boundless examples of engagement for users (perhaps lasting hours or days), you should be able to demonstrate a one- to two-minute experience to communicate your design. This should be captured within your video, which may also include some setup and context elements. However, this one- to two-minute engagement with your project should also be how anyone can experience the primary elements of your design using the Oculus Quest. We should not have to be within your VR experience for ten or fifteen minutes to understand it and have takeaways to critique.

Finally, since there is only one VR headset per team, you will need to divide the work and skills needed for a successful project. Within your final process document, you will need to outline the roles of each team member's participation in the final work.

Your team will be required to deliver an 8-minute presentation communicating:
    documentation and images of your VR studies and investigation
    motivation for your design (why should we care?)
    a brief demo in class of your working prototype (most likely using VR mirroring)
    a brief video of your design demonstrating features difficult to navigate to manually and quickly

You will need to hand in the following materials online via bCourses:
    a title for your project
    a single representative image (landscape at 1600:900 pixels jpg or png)
    one paragraph of text describing your project (max of 150 words)
    a stand alone video describing your project and showing it in use (2 min max)
    your observational documentation that includes:
        design process documentation (intermediate designs, sketches, ideas)
        team roles and contribution - please specify the specific elements each team member created /
         contributed to
        final designs
        future opportunities

Grading:
    40% Quality and originality of idea
    25% Execution of object design and interactivity
    15% Critique Presentation
    10% Video
    10% Documentation