

Learning Plan 3 Performance Assessment 1
New Software Project A: VR Content for the Web Project

Competencies:

Evaluate New Web Software

Directions to Learners:

You have studied and did practice work with creating VR Content for the web. You will now submit a VR for the Web Project. Your project should meet the criteria on the scoring guide. You will provide documentation for each project criteria and for required core ability criteria.

Scoring Guide: Grading Criteria Part 1:
VR Content for the Web Project

URL: <http://aallmann.com/trends/webvr.html>

Criteria	Values
VR Content for the Web Project is created with a Framework. Documentation: Identify the framework used to create the VR Content for the Web Project. Provide a link to the Framework's website. Framework: A-Frame https://aframe.io/docs/0.8.0/introduction/	10 8 6 0
VR Content for the Web Project has at least one modification beyond tutorial used applied to customize the project. Documentation: Provide the URL to the tutorial you used to create the project and describe what you did to modify the project beyond the tutorial instructions. Tutorial Used The first tutorial I used to get my feet wet with A-Frame was an intro to A-Frame blog post on Medium: https://medium.com/@AndraConnect/learning-a-frame-how-to-build-your-first-scene-in-vr-16afc6f4b114 To learn more, I continued to Alexandra's YouTube Channel. This is part 2 of the <i>Skybox Tutorial</i> and the main tutorial I used for this project: https://www.youtube.com/watch?v=AgemRJZGOXc&list=PLUtkqA7NXVH7ctoJYhsh4xqJn3iWMpP30&index=7 I also viewed her A-Frame info on Codepen: https://codepen.io/AndraConnect/pen/oZJMKb?editors=1000 Modifications • <a-knot> was replaced with <a-sphere>. • Animation duration of both sphere and sky was slowed dramatically to present gentle rotation around the scene. • MP3 audio (Ave Maria – Yo-Yo Ma on cello) was added to the church demo. • Located a 360 equirectangular image available for download on Flickr for use in the church demo.	10 8 6 0

VR Content for the Web Project is functional when viewed.**Documentation:**

Provide the name of the browser and/or viewer used to view the project.

Browser

Everything appears to be working correctly on Chrome and Firefox on Windows 7 desktop. I don't have a VR viewer available for testing.

10 8
6 0

VR for the Web Framework is evaluated.**Documentation:**

Provide a critique of the Framework you used to build your project. Provide both pros and cons about the framework and your experience with using the framework.

Critique

I only touched the surface, but it was fairly easy to get started with A-Frame. The documentation is well-written, easy to understand, and many code examples are provided. There are a plenty of tutorials and example sites on the Web.

I used the lower version (0 .5 0) for this tutorial because it seemed less buggy and it allowed for development/testing in the browser. However, I do have a tiny bit of flickering/page shifting when the page loads. I attribute this to the framework script because none of my other pages are affected. To troubleshoot, I loaded the most current version (0 .8 0), and the page shifting problem disappeared, but the current version seemed to have bugs of its own (works intermittently). I went back to the earlier version.

One negative is that you can only have one VR scene per page. My second VR demo has to open in a separate HTML page. I'm not sure if this is common in all of the frameworks because I am unfamiliar with VR concepts.

10 8
6 0

Documentation is submitted completed including the URL to the finished client web site.**Documentation:**

Submit the URL's to your project and to the documentation page to the Assessment Link in the course room.

URL: <http://aallmann.com/trends/webvr.html>

A button at the end of the project (above the pagination) links to the scoring guide.

5 4
2 0

TOTAL: **45**

Key:

First Point Value = Criteria Fully Met

Second Point Value = Criteria Present but minor errors exist (no redo required)

Third Point Value = Criteria needs improvement –redo required

Fourth Point Value = Criteria not present, not met

Core Abilities Scoring Guide

Criteria	Values
Think Critically and Creatively: Learner synthesizes information from a variety of sources Documentation: Cite your resources used to help and assist you with this project! Resources cited below. Describes improvements that could be made to this project or future similar projects See reflection statement. Resources Tutorial https://codepen.io/AndraConnect/pen/oZJMKb?editors=1000 https://www.youtube.com/watch?v=AgemRJZGOXc&list=PLUtkqA7NXVH7ctoJYhsh4xqJn3iWMpP30&index=7 https://medium.com/@AndraConnect/learning-a-frame-how-to-build-your-first-scene-in-vr-16afc6f4b114 Images https://www.flickr.com/photos/stefanjurca/26484640958/in/pool-equirectangular/ https://www.flickr.com/groups/equirectangular/pool/with/26484640958/ A-Frame Documentation https://aframe.io/docs/0.8.0/introduction/ VR Showcase Sites (Slider) https://www.awwwards.com/websites/vr/ General A-Frame Info https://tutorialsforvr.com/introduction-to-aframe/ https://gamedevacademy.org/beginners-guide-to-a-frame-vr/ https://softwareengineeringdaily.com/2018/06/29/how-to-get-started-in-vr-with-a-frame/ https://codeburst.io/learn-to-build-a-vr-app-from-scratch-in-just-10-minutes-d74fb5ad25e1 https://codeburst.io/a-frame-vr-pitfalls-tips-and-tricks-4829aa3cbc22 https://gamedevacademy.org/beginners-guide-to-a-frame-vr/ Other: Photoshop Google Images	yes no
Communicate Clearly: Learner will apply standard rules of language structure including grammar, spelling and punctuation	yes no
Learn Effectively: Learner shows initiative and is resourceful in finding supplemental learning materials Documentation: Your list of resources used will be part of this evaluation, the other part will be a brief reflection on what you did and experienced in locating additional materials.	yes no

Work Productively:

Learner will produce work consistent with established criteria

Documentation:

Provide a **reflection statement** about your experience with the project.

How well you followed the project directions and met the project criteria will be looked at!

Reflection

I was unfamiliar with VR concepts prior to this project. I considered it outside my realm of skills and had never bothered researching it on my own. However, after practicing with A-Frame, I've found that it all isn't as difficult as I had anticipated. Granted, I did a very elementary tutorial of a rotating 360 image, but it has left me with wanting to learn more! I found it fun, and it already has me thinking about how I might be able to incorporate this technique into future websites.

Future improvements to my project would be to install and test additional A-Frame components. I also look forward to trying a few of the other frameworks to see how user-friendly they are and how they compare to A-Frame.

yes
no

Act Responsibly:

Learner completes tasks according to prescribed deadlines

yes
no