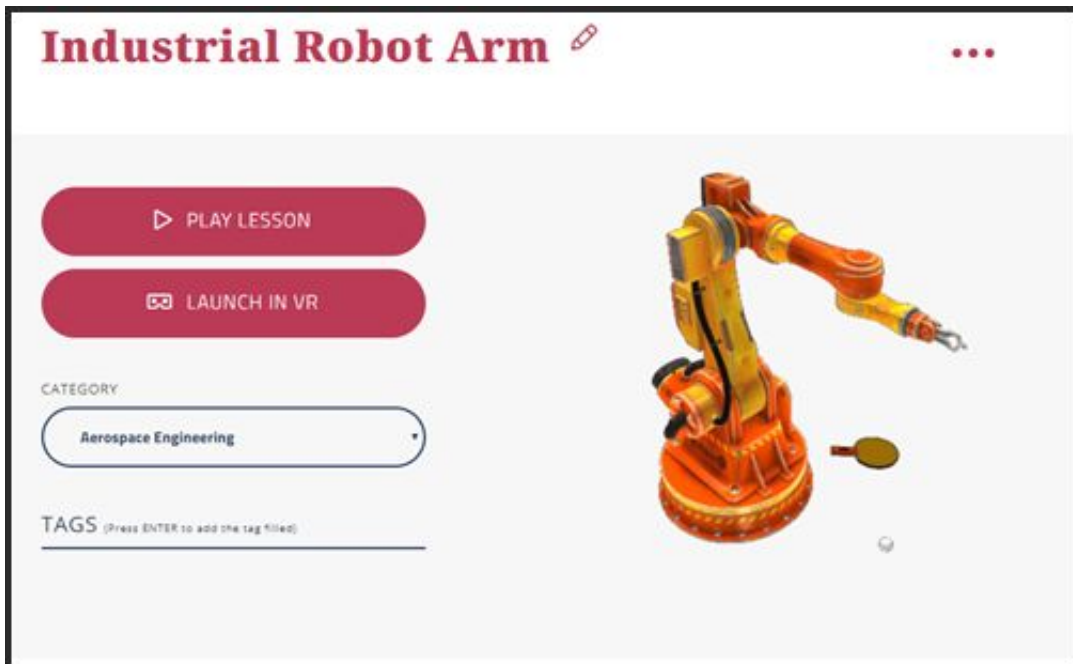


# Creator AVR Design Brief Assignment



## CHALLENGE

This challenge provides you with a hands-on introduction to content creation for augmented and virtual reality using Creator AVR. Now that you have received a demonstration of Creator AVR and have participated in a content design planning session, you will be challenged to create a meaningful and engaging training application. This assignment will allow you to begin applying creativity and instructional design principles to the process of creating applications in the AVR Platform using existing assets.

Your challenge is to select a 3d asset from the library, research the topic and then create a basic app that will teach that information to the end user of the app. For this assignment you must be able to identify parts of the training object, demonstrate an understanding of the interrelationship of component parts of the training object as related to your stated objectives. In addition, anyone using the app must fully understand the part names of the object along with a demonstration or highlighting of specific details about how the training object works or is applied. Finally, a quiz should be created to demonstrate trainee understanding of content covered for documentation.

## AIMS OF ASSIGNMENT

The aims of this assignment are for you to use Creator AVR to build a meaningful and coherent lesson that enables the end user to achieve the learning objectives you have set out in the [LESSON PLANNING TEMPLATE](#). There are two parts to these aims: first, they should contribute significantly to the end user’s learning; and secondly, they should demonstrate sound use of the AVR Platform’s capabilities. (Below you will see two sets of criteria, one set for each of these aims.)

## STAGES IN DEVELOPMENT OF THE ASSIGNMENT

The sequence for the development of the assignment is set out in the following table. Prior to the preparation you will have undergone training in how to use the AVR Platform.

PREPARATION	RESEARCH TOPIC	BUILDING LESSONS	EVALUATION and SHARING
1. Using <a href="#">LESSON PLANNING TEMPLATE</a> to plan lesson.	2. Researching subject matter, including finding suitable videos	3. Constructing the lessons using the <a href="#">Lesson Component Specifications</a> and <a href="#">Lesson Learning Rubrics</a>	4. Evaluating peer lessons with lesson criteria/rubrics and sharing lessons with peers



## LESSON COMPONENT SPECIFICATIONS

In order to create a full and meaningful lesson, the following specifications for the components of the lesson are recommended (and reflected in the evaluation criteria). You may add more to the lesson, but it should not be too long. See the table below for the [Lesson Component Grading Criteria](#)

### Creator AVR Options and Functions

Intro Memo Build Locate Identity Quiz	Recording Control Function Video Exploded Views X Ray View Dissection
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The application will be designed and created by you individually and should be published for sharing and review. You will choose a topic, create a design plan, manage digital assets, create the application and documentation. Time permitting you will present your application to the class via presentation (10 minutes max).

- Introduction with 1 x Audio Narration & 1 video (1 min in length for each voice-over, either text to speech or voice recording)
- 2 x Contextual Information points (Memos) – (Either editing the current annotations or to add new ones, to allow the lesson to be more relevant and contextual)
- 1 x Audio Narration (1 min in length for each voice-over, either text to speech or voice recording)
- 3 x Activities (Choose any suitable 3 out of the 4 types of activities possible. The choice must be made so the activity becomes meaningful and at the right challenge level. Not too easy and not too difficult)



- 1 x Additional supporting media - YouTube video (Choose a suitable section or sub-section where this video would add value to the 3D lesson.)
- 1 x **3D Screen Recording** of a lesson focus on process such as a step by step procedure (Ensure recording is clear with clear voice and good step-by-step explanation)

## **LESSON LEARNING RUBRICS**

The following criteria/rubrics will be used to evaluate your success in building a lesson that has coherence and meaning. You should read these bullet points carefully. See the table for [Lesson Learning Grading Criteria](#)

- The lesson has overall coherence as a learning experience
- Lesson demonstrates explicit evidence of research into the topic (including citations)
- Videos used in the lesson have clear relevance to the topic, without being too long
- Introductions and memos are not only used for factual explanation, but to make links between components. (For example: if you have a video after the introduction, it would be useful to tell the end user some things to look out for in the video and then which activity they should do after the video, and which builds on the video.)
- Quizzes are used deliberately to reinforce knowledge learned in other components
- The lesson focuses on developing deeper understanding of concepts, not on the naming of the parts of the model



## **LESSON PLANNING TEMPLATE**

**Lesson Introduction:** *(Applications, how to use CreatorAVR, Other Lesson Context)*

*Enter Introduction Text Here:*

**Intended Lesson Learning Outcomes:** *(What do you expect users to know and be able to do by the end of the lesson)*

**Lesson Name:**

Institute Name:

Instructor Name:

Course Name and Number:

Other:



***Description: (What will users see, what happens here?)***

Digital Asset/Model Name:

Location:

User Actions: (i.e. explore model, X Ray, Exploded View, Into)



<p><b><i>Script Information</i></b></p> <p>Speech to Text:    Yes    No</p> <p>Audio Upload:    Yes No</p> <p>File Name:</p> <p>Location:</p>	<p><b><i>Introduction Script: (Intro)</i></b></p>
<p>Major Topics Covered:</p>	<p>Learning Targets:</p>
<p><b><i>Asset Requirements: (Instructor verification of model accuracy)</i></b></p> <p>Asset Name:</p> <p>Required Parts and Correct Part Names:</p> <p>Model Version and Format:</p> <p>Model Source:</p>	



<p>Model Changes Required:</p>	
<p>Modeler or Support Member:</p>	
<p>Supplemental Materials:</p>	<p>Video Name:</p>
<p>Video Used:      Yes      No</p>	<p>Video Description:</p>
<p>Copyrights      Yes No</p>	<p>Location: (URL or Folder)</p>
	<p>Location:</p>
<p>Lesson Options:</p>	<p>AR Approach: (How will learners use AR, i.e. groups, other)</p>
<p>AR Enabled:      Yes      No</p>	
<p>Markers              Yes      No</p>	
<p>VR Enabled:      Yes      No</p>	
<p>Headgear:          Yes      No</p>	<p>VR Approach: (How will learners use VR, i.e. headgear, glasses, etc.)</p>
<p>Smart Phone Avail:      Yes No</p>	





<p>Tablet?            Yes      No</p>	
<p>Introduction Script:</p>	
<p>Memo:</p> <p>Video Used:        Yes      No</p> <p>Copyrights        Yes</p> <p>No</p>	<p>Memo Script (Text to Speech, Audio Upload</p>
<p>Recording Control Function:</p> <p>Major Points to Highlight</p>	<p>Sequence:</p> <p>Script:</p>



Build:	
Locate:	Sequence: (Order of Build)  Part:  Part 2:  Part 3:
Identify	Rationale: (What is to be identified)
Quiz	Questions:



## LESSON COMPONENTS GRADING CRITERIA

Criteria	Yes	No
•Introduction with 1 x Audio Narration & 1 video (1 min in length for each voice-over, either text to speech or voice recording)		
•2 x Contextual Information points (Memos) – (Either editing the current annotations or to add new ones, to allow the lesson to be more relevant and contextual)		
•1 x Audio Narration (1 min in length for each voice-over, either text to speech or voice recording)		
•3 x Activities (Choose any suitable 3 out of the 4 types of activities possible. The choice must be made so the activity becomes meaningful and at the right challenge level. Not too easy and not too difficult)		
•1 x Additional supporting media - YouTube video (Choose a suitable section or sub-section where this video would add value to the 3D lesson.)		
•1 x 3D Screen Recording of a lesson focus on process such as a step by step procedure (Ensure recording is clear with clear voice and good step-by-step explanation)		

## LESSON LEARNING GRADING CRITERIA

Criteria	Accomplished	Satisfactory	Unsatisfactory
<b>The lesson has overall coherence as a learning experience</b>	All parts of the lesson hold together, inform one another, and address clearly address the learning outcomes	Some activities are linked and directed to the learning outcomes. A more holistic approach is needed	The components in the lesson do not connect but remain isolated activities
<b>Lesson demonstrates explicit evidence of research into the topic (including citations)</b>	There is clear evidence of critical research at some depth, and a good number of citations	There is clear evidence of research and citations at a satisfactory level	It is difficult to see any evidence of research preparation and/or there are no citations
<b>Introductions and memos are used to make links between components of the lesson</b>	The links between the introduction, the memos and other components give clear direction to the end user and improve understanding of the relationship between the components	There is some linking between the introduction and other components, and between the memos and other components	Introduction and memos are independent of the other components

<p><b>Quizzes are used deliberately to reinforce conceptual knowledge learned in other components</b></p>	<p>Quizzes are used as an integral part of the learning, testing not only facts, and names of parts, but conceptual knowledge and reinforce learning from other components</p>	<p>Quizzes test factual knowledge, or names of parts as reinforcement of learning from other components</p>	<p>Quizzes are mostly used for simple factual knowledge or identification of parts and are not used to reinforce learning from other components</p>
<p><b>Lesson focuses on developing deeper understanding of concepts</b></p>	<p>The purpose of the lesson is to bring the end user to conceptual learning in the way all components work together</p>	<p>The lesson introduces some conceptual knowledge without making it the focus of the lesson</p>	<p>The lesson focuses on simple factual knowledge and names of parts</p>

## **Creator AVR Application Documentation**

Application Name:

Institute:

Creator:

Date:

Description: *(Provide a brief description of the lesson topic to be covered in the application)*

Objectives: *(List the desired learning outcomes for the application)*

Expected Outcomes: Knowledge, Skills and Abilities: *(What should the learner know and be able to do after using the training application)*



Information about the Lesson Topic: *(Provide a brief description about the topic covered, i.e. Research about your topic that provides an explanation of what the training is about.)*

Most Appropriate Use: *(Use this space to provide any additional information about your application that would be helpful for others to use the application)*

Additional Support Materials Provided:

Best Viewing Format: AR, VR or Touch

