

## VR/AR Working Group – Meeting Minutes

January 18, 2017

### **Problem-Solving (30min)**

The problem: How can you bring VR technology into a teaching environment and make it accessible to large class sizes (e.g. For class projects, course work, etc.).

Solution brainstorm:

- Identify levels of need
  - Demo of extensive immersion
- Identify affordable + accessible options (e.g. Google Cardboard)
- What are the capabilities of a shared experience?
- Google street view/business view
- How can we iterate on builds? (e.g. Reusing resources)
- Is live streaming an option (e.g. A-frame, web VR)
- Identify if synchronous interaction is necessary
- Mixed reality demo led by instructor/TA/student
  - 3D to 2D – how important is full 3D immersion?
- Is class configuration (lecture/seminar/lab) format conducive to simulation? Is it necessary to move students in large groups?
- Use cascading by using early adopters to lead in conjunction with A.M.S ...  
FIPPA

\*To offer feedback on the problem-solving portion of the meeting please email

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### **Archiact – Markus von der Heyde**

Status 2016 & plan 2017 (research and development)

Robotics

- Spider robot
  - Stabilizing mechanics (efforts to reduce motion sickness) with camera attached to the top

- Creates a VR view video transmitted by Wi-Fi
- Focus on navigation, orientation, and perception
- Uses: getting a sense of the area and can go where you may not want people or animals to go.

### **Finger Food Studios – Desmond Lee**

Started in 2009, based in Coquitlam

- Started from developing software for mobile phones
- Creating software for VR/AR
- Made application to teach kids how to program
- Created AR interactive truck design software with HoloLens
  - Able to change parts of trucks, color, texture, etc.

### **UBC Emerging Media Lab – Saeed Dyanatkar**

- Expanding spaces, spaces for all faculties
- A part of all of campus
- Tours with Finger Food Studios & Microsoft
- Projects:
  - Visual representation of math & physics in a visual space
  - Using the lightboard
  - Creating a visual textbook