Open-Door Day VR

School of Computer Science and Engineering

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UNIVERSITY OF LEADING THE WAY WESTMINSTER

STUDENTS AS CO-CREATORS

Project Outline

Open-Door Day Virtual Reality (ODD_VR) is a Virtual Reality (VR) application built by our co-creators team. The purpose outlined by the ODD_VR team was to create a prototype VR simulation that would allow students outside of London to visit the campus facilities remotely using a mobile VR headset.

Figure 1: Asset creation

Project Goal

- Create a VR experience that would allow stakeholders to experience the value of immersive experiences in attracting prospective students.
- Showcase Computer Games and Digital Media courses and how they utilise VR technologies on Cavendish Campus.
- Improve the accessibility of course open days to students outside the greater London area.

Data Gathering

Data was gathered through surveys and interviews with current and prospective students. The data gathered as well as the project superv -isor acted as a guide for the development of the project.
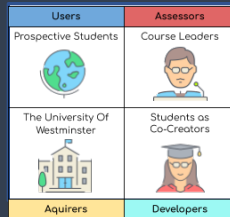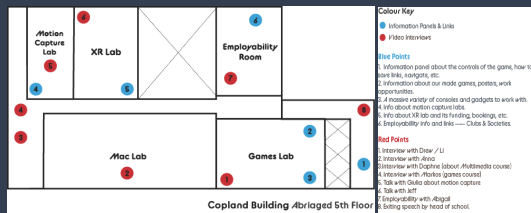

Figure 2: Stakeholders

Figure 3: 5th Floor- Copland Building top/down view

Development Outcomes

User testing

Each prototype was extensively tested by the team before a version was shown to the course leaders. The objective was to assess how accurate the virtual environment was at reflecting the features outlined.
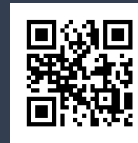
Methods of communication

Ideas were communicated through group discussion and meetings between group members and the project supervisor.

Progress was tracked throughout development through a blog. Which we could reference back to whenever it was necessary.

Figure 4: Blog & QR code

Requirements and feedback

In order to determine the required features the project goals set out by each stakeholder needed to be identified. Once identified it could then be aligned with the goals of the project to outline the essential features of the whole VR application.

When a user finished using the application, feedback was given in the form of an email tailored to their interests.
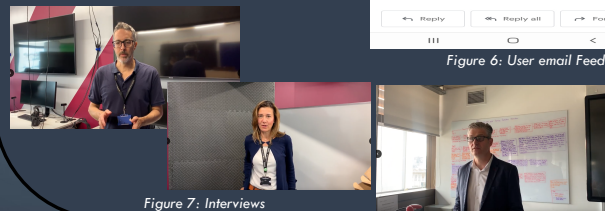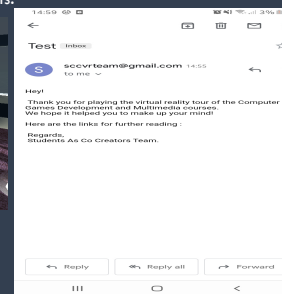

Figure 5: Games Project Lab

Figure 6: User email Feedback
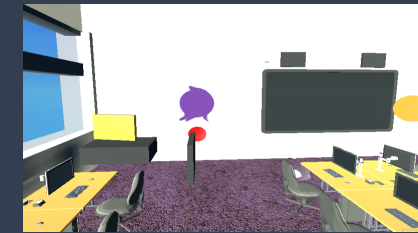

Figure 7: Interviews

Figure 8: Guide Avatar

Evaluation

Questionnaire 2: ODD_VR User Feedback Survey

Purpose

The purpose of this questionnaire was to gather feedback from anyone who tested the application. It gathers specific categories of data including. It would focus on gathering an emotional bias focused under 3 user experience paradigms as outlined by Schrepp (2019) in the User Experience Handbook.

Target Audience

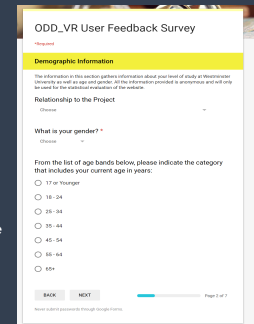All individuals who tested the application

Figure 9: Evaluation

Conclusion

Through this project we have learnt that development of a virtual university environment is something that would be of interest to prospective students.

- It provides a new and unique method for learning about the university.
- It is beneficial to prospective students unable to make it to open-door days.
- It also provides an environment for current students to show off the work.

Future Work

the project supports the idea of creating virtual university environments as a valid method of exposure to university facilities. If this project were to be expanded in the future, it would be advised to do greater research on what it is (prospective) students want to see from the university.

- Video interviews would be professionally recorded and edited.
- Models and textures would be designed to a more professional standard to more accurately portray the university.
- Information emails provided to users would be more tailored to their interests as set by the user throughout their time in the virtual environment.

There would be more parameters that would allow for a more accurate display of wanted information.