

VR for the Social Good - Fall 2020

CIS 4930/6930; JOU 4930/MMC 6936

(completely virtual), Tuesday 7-9th periods (1:55 PM - 4:55 PM)

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Office Hours: Tuesdays: by appointment

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Office Hours: Tuesdays 6th period (12:50 PM - 1:40 PM)

Teaching Assistant (TA): Jacob Stuart (jacobstuart@ufl.edu)

TA Office Hours: Thursday, 1 PM - 2 PM. (And by appointment)

Course Website: <https://sites.google.com/view/vrforthesocialgood-fall2020>

Course Description:

This course focuses on using effective messaging perspectives and applying virtual social spaces to create a compelling story on a social good issue. Thus, it adopts a multidisciplinary approach to solving pressing social problems by blending social science practices with innovative technology. Ultimately, a successful formula = effective message+effective medium.

This class is for all students, regardless of major or prior experience. NO programming experience is required.

Course Objectives:

The Virtual Reality (VR) for the Social Good course is a special topics class that will have students (seekers) learn the basics of message effects and how to apply these components effectively in virtual 3D social spaces, and develop virtual experiences to improve the social good.

Course Structure:

The core component of the course lies in implementing effective message design in virtual experiences.

- Learning Message Science and virtual experiences to Convey a Social Good Message (Weeks 1-5)
- Class Lectures will touch upon important messaging principles from diverse perspectives
- Virtual experiences projects - individual projects will assess learning of core principles
- Class meeting times will be used to demonstrate work

The sixth week of class is the Call to Action Day! Call to Action Day! is when you will present ideas to your classmates about how to build stronger relationships amongst University of Florida students.

Applying virtual experiences to social good issues (Week 6-15)

- Work with project pitchers to build a VR experience to address the social good
- Integrate message elements into the VR experience
- Group meetings to demonstrate progress
- Platforms (from phones to laptops to head-mounted displays) will vary

Learning Objectives:

- Use virtual storytelling technologies to create and deploy VR experiences
- Explain the science of effective message strategies using VR technologies

Who is this Course for:

This course is for students of any level (CIS4930/JOU4930 is for freshmen through seniors, CIS6930/MMC6936 is for graduate students) and for any major.

Any Prior Virtual Reality Experience Needed?

No prior experience in virtual reality, computer science, or programming is required.

Useful Information

Please join the GatorVR Facebook page and attend the meetings of the group (the FB page notifies people about upcoming meetings). GatorVR holds additional workshops on technical topics, invites speakers, and provides development assistance to people interested in VR.

Prerequisites:

- None

Texts:

- *None.*

Suggested Reading:

- [Sutherland - The Ultimate Display](#)
- *Brooks - What's real about VR*

(tentative) **List of Topics:**

- **Introduction to Course, Messaging, and VR**
- Empathy in VR
- **VR: What, When, Why**
- **Messaging in VR**
- Call to Action
- **Power of Iteration**
- **Messaging in VR**
- **Design Thinking**
- **Evaluating Effectiveness**
- **Future of Immersive Storytelling**

Grading:

The course has four assignments.

Assignment #1 - Critique a Solo VR experience 10% of final grade

Students will critique effective virtual storytelling experiences.

Assignment #2 - Build a Solo virtual storytelling experience - 20% of final grade

Students learn the skills needed to build a VR experience. Students will use a commercial 3D social space platform and learn how to use 3D virtual social spaces to address the social good. Students will learn to incorporate 2D and 3D content into a scene. Students deploy the scene to the public. Students apply this knowledge to a self-generated project to create an experience to message positive change for the social good. Grading is based on the effective integration of messaging in a virtual 3D social space experience.

Assignment #3 - Critique a Social VR experience 10% of final grade

Students will critique effective social virtual storytelling experiences.

Assignment #4 - Apply Social virtual storytelling experience to address a social good - 60% of final grade

Students form **teams** and work on projects pitched to. Students will use the Agile software development method to deliver value to the UF community. Grading is as follows:

- 40% following Agile processes and Scrum ceremonies (evaluated through submission of documentation)
- 60% evaluation by product owners and teammates

There is NO FINAL EXAM

Score (rounded to the nearest point)	Grade	Grade Points
100-92	A	4.00
91-90	A-	3.67
89-88	B+	3.33
87-82	B	3.00
81-80	B-	2.67
79-78	C+	2.33
77-72	C	2.00
71-70	C-	1.67
69-68	D+	1.33
67-62	D	1.00
61-60	D-	0.67
59-0	E	0.00

More information on UF grading policy may be found at: <https://catalog.ufl.edu/ugrad/current/regulations/info/grades.aspx>

Late Assignments – There is a 10% penalty for submissions that are late (maximum 48 hours after the initial deadline). Requests for extreme circumstances must be requested in writing preferably before the due date. Requirements for class attendance

are consistent with university policies that can be found at: <https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>.”

Incompletes: Incompletes will not be granted except under previous agreement of the professors. To be considered for an incomplete, the student *must* 1) let a professor know in advance that they are seeking an incomplete, and 2) provide documentation to support the request.

Development environment

We will be using the Mozilla Hubs and Hubs Cloud engine and development environment.

Programming Requirements

none.

Students Requiring Accommodations

Students with disabilities requesting accommodations should first register with the Disability Resource Center (352-392-8565, <https://www.dso.ufl.edu/drc>) by providing appropriate documentation. Once registered, students will receive an accommodation letter which must be presented to the instructor when requesting accommodation. Students with disabilities should follow this procedure as early as possible in the semester.

Course Evaluation

Students are expected to provide feedback on the quality of instruction in this course by completing online evaluations at <https://evaluations.ufl.edu/evals>. Evaluations are typically open during the last two or three weeks of the semester, but students will be given specific times when they are open. Summary results of these assessments are available to students at <https://evaluations.ufl.edu/results/>.

University Honesty Policy & Collaboration:

High level questions, syntax topics, and algorithms can be discussed. Not allowed in this course include the following: 1) plagiarism (misrepresenting others ideas as your own), 2) copying code, and 3) work deemed offensive to others.

UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (<https://www.dso.ufl.edu/sccr/process/student-conduct-honor-code/>) specifies a number

of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Software Use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <http://registrar.ufl.edu/catalog0910/policies/regulationferpa.html>

Campus Resources:

Health and Wellness

U Matter, We Care:

Your well-being is important to the University of Florida. The U Matter, We Care initiative is committed to creating a culture of care on our campus by encouraging members of our community to look out for one another and to reach out for help if a member of our community is in need. If you or a friend is in distress, please contact umatter@ufl.edu so that the U Matter, We Care Team can reach out to the student in distress. A nighttime and weekend crisis counselor is available by phone at 352-392-1575. The U Matter, We Care Team can help connect students to the many other helping resources available including, but not limited to, Victim Advocates, Housing staff, and the Counseling and Wellness Center. Please remember that asking for help is a sign of strength. In case of emergency, call 9-1-1.

Counseling and Wellness Center: <http://www.counseling.ufl.edu/cwc>, and 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Assault Recovery Services (SARS)

Student Health Care Center, 392-1161.

University Police Department at 392-1111 (or 9-1-1 for emergencies), or <http://www.police.ufl.edu/>.

Academic Resources

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu. <https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <https://www.crc.ufl.edu/>.

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring. <https://teachingcenter.ufl.edu/>.

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers. <https://writing.ufl.edu/writing-studio/>.

Student Complaints Campus:

https://www.dso.ufl.edu/documents/UF_Complaints_policy.pdf.

On-Line Students Complaints: <http://www.distance.ufl.edu/student-complaint-process>.

Commitment to a safe and inclusive learning environment

The Herbert Wertheim College of Engineering values broad diversity within our community and is committed to individual and group empowerment, inclusion, and the elimination of discrimination.

It is expected that every person in this class will treat one another with dignity and respect regardless of gender, sexuality, disability, age, socioeconomic status, ethnicity, race, and culture.

If you feel like your performance in class is being impacted by discrimination or harassment of any kind please contact your instructor or any of the following:

Your academic advisor or Graduate Program Coordinator

Robin Bielling, Director of Human Resources, 352-392-0903, rbielling@eng.ufl.edu

Curtis Taylor, Associate Dean of Student Affairs, 352-392-2177, taylor@eng.ufl.edu

Toshikazu Nishida, Associate Dean of Academic Affairs, 352-392-0943, nishida@ufl.edu

Sexual Discrimination, Harassment, Assault, or Violence

If you or a friend has been subjected to sexual discrimination, sexual harassment, sexual assault, or violence contact the Office of Title IX Compliance, located at Yon Hall Room 427, 1908 Stadium Road, (352) 273-1094, title-ix@ufl.edu

Recording of class sessions

Our class sessions may be audio visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.