

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

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. The framework that was used for the project was AFrame. https://aframe.io/	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. https://aframe.io/docs/1.2.0/introduction/ https://codepen.io/TinoF/pen/GXoGmx <<<Credit goes to this person! The above link is the project I decided on in WebVR. Since I love music, I thought I would go with something simple. I went and changed the colors to give it a more vibrate feel. I changed the math from 2000 to 1000, and I gave it more of a ring effect. The scale was a 0.1 and I changed it to see the effects to 0.175. I want to see if I could change the numbers without affecting the JavaScript. As you changed some of the point size you can get a different design or bigger squares. I just kept playing around with this section until I got some results I like, and I was experimenting with the code. <pre><a-scene> <a-sound id="audio" position="0 0 -10" autoplay="true"></a-sound> <a-entity position="0 0 -400" fractal="x: (Math.cos(t * 0.01) * 2000) + Math.random() * 100; y: (Math.sin(t * 0.01) * 2000) + Math.random() * 100; z: Math.random()*100; audioSource: #audio; colors: #4286f4, #cbff00, #b800c9, #00c9a4, #ff002e, #3aff00; scale: 0.1; fftSize: 512; pointSize: 4; points: 630;"></pre> Above is the code I started with, and below is the new code I did. <pre><a-sound id="audio" position="0 0 -10" autoplay="true"></a-sound> <a-entity position="0 0 -500" fractal="x: (Math.cos(t * 0.01) * 1000) + Math.random() * 100; y: (Math.sin(t * 0.01) * 2000) + Math.random() * 100; z: Math.random()*100; audioSource: #audio; colors: #17DEEE, #FF7F50, #FF4162, #F2E50B, #21B20C, #bd00ff; scale: 0.160; fftSize: 512; pointSize: 3; points: 1000;"></pre>	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. Google Chrome, Microsoft Edge, and Firefox	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.	10 8 6 0

The pro of a framework is it is pretty easy to code if you know some JavaScript, CSS, and HTML. You can find hundreds of frameworks to use on the internet. When using frameworks, I find it challenging to understand the concept of making something 3-D or, as you would say, Virtual. I had some trouble installing my Framework, well, the one I am using from Code Pen until I downloaded it. The cons are they forgot to double quote everything. Now I am there fixing the code. It was pretty easy to use. I have to make some adjustments. Another pro is giving the user an experience that they might not have had before. Another con would be that not everyone will be able to see it. VR equipment can be expensive if you want the right tools.	
Documentation is submitted completed including the URL to the finished client web site. https://sabrinalarson.com/ewtt/webvr/index.html https://www.sabrinalarson.com/ewtt/ Documentation: Submit the URLs to your project and to the documentation page to the Assessment Link in the course room. https://codepen.io/TinoF/pen/GXoGmx https://aframe.io/ https://aframe.io/docs/1.2.0/introduction/ https://webvr.info/ https://webvr.directory/ https://www.creativeblog.com/how-to/get-started-with-webvr https://html5hive.org/vr-webvr-tutorial/ https://medium.com/edge-cases/building-in-webvr-makes-vr-easy-9fb63857c1a6 https://developers.google.com/web/fundamentals/vr/getting-started-with-webvr https://www.schemecolor.com/vibrant-life.php https://www.color-hex.com/color-palette/33554	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!	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 wish I had been taught more about JavaScript. I think this is a vital asset to have when doing	yes no

VR. WebVR is still in the early stages of development, and it will take some time to catch on, but we have to remember that not everyone can view flashing lights or 3-D views. If you want your project to hit everyone, remember what you are doing for your project and how it may affect others. I did enjoy doing this project. I am very fond of music, and this WebVr I thought was simple enough to understand. I think this is something I would take a further look into as things change. I learned that you could change the code to make it your own, but you have to credit the people who started it.	
Act Responsibly: Learner completes tasks according to prescribed deadlines	yes no