VRSkills to Industry

Your Future in Emerging Technology

NSW GOVERNMENT

In partnership with industry higher education

Learn about further study and careers

JMC ACADEMY

SAE CREATIVE MEDIA INSTITUTE

www.edgedvr.com.au

VRSkills-2-Industry

About edgedVR

Our mission is to enable schools and teachers to provide innovative learning underpinned by clear pedagogical intent that positions an effective use of VR for teaching and learning. We deliver programs using a holistic approach to creative and critical skills such as collaboration, solving problems, design & system thinking. Students learn future skills and how to apply them in the business world.

Program Overview

This program of **work experience** is based on experiential learning allowing students to be immersed in an experience, then an opportunity to reflect and develop new ideas by using 'think and link', planning and finally actively making or building.

This is a 2-day facilitated program with edgedVR working with a maximum of 12 students. Students are allocated job roles and work with our team to solve a school problem through the effective use of this technology. We work with a key 'school customer' to deliver a solution based on customer expectations and brief.

Project Goals and Rational

- Students connect with industry professionals and gain real-life work experience.
- Opportunity to meet with Industry higher education networks to learn about future skills and career development.
- We are increasing the Australian talent pool for the emerging technology industry, keeping abreast with global expectations.

Student Requirements

Students BYO laptops with Photoshop CC installed and should have a good level of technology understanding. Subjects most suitable: Multimedia, Business Studies, IST or any student interested in creative design.

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Program Outline

Program Framework

Students follow our VR framework which is based on 5 steps to complete a VR project

- Understand the idea and project brief concepts
- Design the storyboard and planning
- Create content, 360-degree images and interactive content, audio, media files etc..
- Build using authorizing VR software
- Deliver project to school

Project Job Roles

Students are given professional project roles to work alongside edgedVR staff, such as:

- Project Manager
- Content Creators
- Technical developer
- Production team

Learning outcomes for Students

Technical Skills transferable to industry

- Students are exposed to industry equipment, Oculus, PICO and other VR headsets, 360 cameras ThetaV / GoPro / Insta360
- Software editing using Adobe photoshop CC
- Create content, multimedia file types, audio, 3Dmodels using industry software
- Use VR software design and code XML
- VR technology apps

Soft skills gained

- Students gain soft skills in leadership and working independently
- Collaborating and working together in groups
- Creative and Design thinking, planning and storyboarding for creative design.
- Students use system thinking, transfer from various software platforms, and integrating of equipment
- Students learn future career pathways and the alignment between creativity and technology.

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Program Schedule

DAY 1

INTRODUCTIONS 9am - 10.45

- About the program/ framework
- Project Brief
- Ice breaker - Program job roles

PLANNING & DESIGN

- Brainstorm Ideas and concepts
- User experience
- Create storyboard/shot list (3)

PRODUCTION 11am-1

- VR 360° film and equipment
- Legal and ethical considerations
- Film production
- Editing in photoshop
- Workshop for interactive content
- Research & start creating content

START BUILD 1.30-3PM

- Create content
- Upload 360 in software

DAY 2

BUILDING IN VR 9am - 12.00

- Software features - Field of view
- Build interactive content
- Finish project build
- TEA
- Distribute project to VR headset
- Prepare for presentation with
- Test completed project
- Lunch

INDUSTRY STUDY & CAREERS

12.30- 1.30

PRESENTATION & CLOSE 1.45 - 2.30PM

- Presentation to teacher
- Debrief session

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