# Semester B Project Proposal Form

Team member name/s: James Allen

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Tutor: James Fields

Working title: 3D Web

Blog URL: https://jimuni.blogs.lincoln.ac.uk/

**What is the intended idea / concept behind the proposed project or animated short?**

The Idea I am proposing is to transform 1 or more websites into a working 3D environment that can then be viewed and explored using Google Cardboard. With the goal of turning websites that hold lots of information but are not visually stimulating, for example Wikipedia into an interesting and interactive 3D space that you can move around and view in ways that will be much more stimulating for people wanting to learn about the information they are seeking.

**Describe the intended audience:**

The demographic this idea will be aimed towards is students, ranging from young to old, anyone who has the need to learn something, but also people who want to teach information in a way that will more engage the people who are being taught.

**How will this project extend your or your team's creative and technical skills?**

This project will improve my ability to understand code and how to apply that to applications. It will also teach me how to create 3 dimensional spaces with the intent of being viewed in virtual reality, that I will then have to learn how to add information into that 3D space in a way that is clear, interactive and engaging.

**Outline how the practical work will be carried out by you / the team (division of labour) and the time-scales involved for each task:**

Over the next 11 weeks, I will start off by researching how to create a Google Cardboard Application, and look into using the developers side of Google Cardboard, learning how to transfer the Code into my own application. Later on through the weeks I will move onto applying the visual element of the project, finding out how to transfer information from websites, which may result in the construction of a template for the 3D space, which I can then test and work on improving. Once I have worked out how to add all of these aspects together I can then use the remainder of the time building the application and testing it.

What other work (by animators, designers, film-makers, writers, digital media producers, etc.) is relevant to your project? (This work may either be relevant for its conceptual or technical similarity):

https://www.youtube.com/watch?v=lX6JcybgDFo 3D projection mapping – The understanding of 3D spaces and the best way to show visual elements.

https://www.google.com/get/cardboard/ - The Google Cardboard is the cheapest form of Virtual Reality and has made it much easier to build applications for VR.

http://www.samsung.com/global/microsite/galaxynote4/note4_main.html - The Note 4 Now comes with built in oculus rift technology. making Virtual reality much better and easier to accsess.

Other Virtual Reality headsets that have influenced the idea, and have shown different ways to approach the subject of VR
http://www.samsung.com/global/microsite/gearvr/gearvr_features.html
https://www.oculus.com/
http://www.razerzone.com/osvr

List any critical texts that are relevant to your conceptual intentions:

https://www.psychologytoday.com/blog/get-psyched/201207/learning-through-visuals - Visual and interesting information is the most effective way of teaching and has a much higher rate of people more likely to remember that information on a later date.

http://www.creativitycultureeducation.org/wp-content/uploads/the-visual-in-learning-and-creativity-92.pdf - Page 15 - 19 talk about the visual element of learning and how we should always be looking to improve the visual aspect of teaching.

http://news.stanford.edu/news/2011/april/virtual-reality-trees-040811.html - 3D has shown a much higher level of impact on giving people information and then seeing how people act on that information, showing a greater level of people who acted on what they were shown.

Any other information not covered previously