



A VIRTUAL ALL-INCLUSIVE LANGUAGE LEARNING REALITY

Created by: Shahira Bhasha, Claudia Mastela, and Cody Moore

UIC DES 350:
CREATIVE CODING 2021

Project Collaboration

Upon beginning this project, we knew organization of both ideas and tasks would be instrumental in creating a successful VR experience. Throughout the semester, we video conferenced a few times a month through Zoom and kept in touch through texting on a day to day basis through Slack. As for sharing files, we found Box to be the best way to seamlessly transfer files between each other. When organizing who did what in terms of work and creation of the project, we assigned tasks based on each other's strengths to ensure a smooth and effective workflow throughout the process.

Shahira Bhasha -- Coding/CAVE 2

Worked on combining text and 3D models in Unity. Handled everything that happened within Unity. After the team decided on what interactions to include, and in what order, coded the interactions in Unity and managed the appearance as well as timing of the interactions. Helped explain project ideas in presentations throughout the semester. Troubleshooted project in CAVE2.

Claudia Mastela -- 3D Models/Final Documentation

Created all 3D text seen in the project using Maya. Mapped out the order in which the interactions happened within Unity. Created and shared documents within the group for organization and task management. Created the 3D city model in Blender. Edited the final project documentation video and formatted/designed the final project write-ups.

Cody Moore -- Mock-ups/Conceptualization

Set the direction of the project and created many of the early sketches that would later define the project. Made many mock-up 3D models using Rhino in preparation for the project. Explained the project to professors and classmates in presentations throughout the semester. Wrote the project description and concept essay that outlines the project in its entirety.