Capstone for VR and AR Course

Hello!

Hope you a had a good hands-on learning in creating VR and AR immersive experiences using Hatch XR and BlippAR platforms respectively. These projects would have given you a chance to build and apply your technical skills on VR and AR. You are now ready to take on a challenge and solve an interesting problem using these technologies.

Problem Statement:

In the VR and AR projects, you had designed an immersive experience for people to develop in them an awareness and an appreciation of the beauty of life below water. However our ultimate goal is to ensure that humans do not cause any harm to our oceans and take necessary steps to protect it. For this, we also need to ensure that they understand how their actions are adversely impacting the oceans and marine life. In this capstone, you will develop an interactive AR / VR experience where people can visualize the impact on oceans and marine life due to any 1 of the below major threats:

1. Plastic pollution
2. Ocean Acidification
3. Ocean Warming

After completion of the design of the interactive AR/VR experience, publish your project and share the links generated in a word file.

Hint:
For example: To have the users experience the threat of Plastic pollution, you can show them the severity of plastic pollution and how it is impacting marine life based on the input number provided by them through the keyboard. With 0 being least and 9 being the highest severity of the threat.
User Types 0 – User sees no plastic and a flourishing marine life. Marine animals look happier.
Use Types 4 – User sees few plastic objects in the ocean. Marine animals find it difficult to navigate in the ocean. Marine animals look irritated.
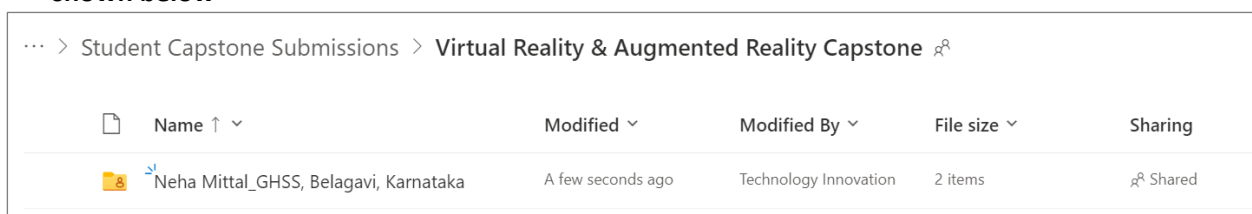User Types 9 – User sees the ocean filled with plastic objects. Marine animals are getting entangled in the objects. Marine animals look fearful and struggling to survive.

Submit your Capstone by following the steps below:

1) **Click on this link to access the Onedrive location where you need to upload your files**
   Virtual Reality & Augmented Reality Capstone

2) **Create a folder with your full name followed by the school name, district name, state name as shown below**

	Name ↑ ⌄	Modified ⌄	Modified By ⌄	File size ⌄	Sharing
⋯ > Student Capstone Submissions > **Virtual Reality & Augmented Reality Capstone**					
📁 Neha Mittal_GHSS, Belagavi, Karnataka	A few seconds ago	Technology Innovation	2 items	⧉ Shared

3) Upload the word file containing the link to your published VR/AR experience as shown below

··· > Virtual Reality & Augmented Reality Capstone > **Neha Mittal_GHSS, Belagavi, Karnataka** ⋆

	Name ↑ ⌄	Modified ⌄	Modified By ⌄	File size ⌄	Sharing
📄	VR_AR_Capstone_OceanThreats.docx	A few seconds ago	Technology Innovation	12.4 KB	⋆ Shared

VR / AR Capstone:

Immersive Experience Type: Virtual Reality

Platform: Hatch XR Kids

Published Link:
https://kids.hatchxr.com/@NehaMittal11/projects/OceanThreats?utm_source=qrcode&utm_campaign=POTD&utm_medium=workspace

Prerequisite:
Ensure that you have gone through all the videos and completed the projects of the VR and AR course on Planetcode.in portal. The course content will equip you to solve the problem given in this capstone. If you have not completed the course or would like to revise the content, please go to the platform https://planetcode.in/ before you proceed.

Platforms / Tools Needed:
For VR - Hatch XR Kids: https://kids.hatchxr.com/
For AR - BlippAR: https://www.blippar.com/