

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

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 used to build my VR Content is A-Frame. URL: https://www.htmlgoodies.com/html5/web-based-vr-made-simple-with-a-frame/	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. I modified the snowman by giving him a mouth, nose, stick arms, and changed the rim on his hat to a different color, and changed the size of his buttons. I added a scene in the background, added shapes and animations, and changed many of the colors. URL: https://www.htmlgoodies.com/html5/web-based-vr-made-simple-with-a-frame/ URL: https://learn.framevr.io/project1/part4	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. I used the Google Chrome Browser to view my content.	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.

A-Frame is built on top of HTML as a framework for the creation of VR experiences.

The pros of using the A-Frame were that it is a simple framework built on three.js, which is a JavaScript library and API based on WebGL for creating 3D computer graphics in a web browser, there is support for the major headsets, and it will work on a standard desktop or smartphone that is not VR equipped. My experience with working with the A-Frame was ok, it was time consuming create the content that I wanted to create. And I was unsuccessful in trying to add images or sounds. If I did have to list any cons it would be that it was time consuming to style, other than that it works pretty well at achieving the look of a 3D experience.

10 8 6 0

Documentation is submitted completed including the URL to the finished client web site.

Documentation:

Submit the URL's to your project and to the documentation page to the Assessment Link in the course room.

URL: <https://tracywitz.com/vr/index.html>

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! Describes improvements that could be made to this project or future similar projects	yes	no
Communicate Clearly: Learner will apply standard rules of language structure including grammar, spelling, and	yes	no

punctuation		
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! I felt this was an easy assignment, only because I was able to find a good tutorial. The hardest part for me was not being able to download images, video, or sounds. I was unsuccessful in trying with the resource listed below. And it was very time consuming to style. URL: https://www.primaryobjects.com/2021/05/10/creating-virtual-reality-using-webxr/	yes	no
Act Responsibly: Learner completes tasks according to prescribed deadlines	yes	no