

Virtual Reality

Difficulty: This course assumes no coding experience in JavaScript and HTML but moves quickly to engage older students ages 12+.

Objective: To let Students explore VR programming through the web using HTML and JavaScript with the A-Frame library. Students will create an 'escape room' adventure in VR. The objects of the project will be for the person to find clues on how to advanced from room to room until they have exited the mansion!

Assessments: There are quizzes at the end of each lesson consisting of 5 random questions.

Uploads: Students will upload their project at the beginning of the lesson and update it throughout the course.

Length: This course is designed to be six weeks worth of content assuming around 2 - 3 hours / week engagement.

Lesson Plan:

Lesson 1: A-Frame Library, Creating Shapes,

Lesson 2: Walls and Planes, Moving VR Images, Add Various Image Types

Lesson 3: Doors and using 'Focus', Drawing your own 3D Shapes

Lesson 4: Using a Key and Flashlight for Special Effects

Lesson 5: Holding and Inventory, Teleporting Yourself and Winning!