

WORKSHOP:

Let Your Students Explore 360 Video and VR Projects

Select topic or Lesson

- What do you want the students to learn?
- What is the main location or scene and what are additional scenes?
- What content will be included?

Gather equipment and content

- 360 camera
 - 360 image or video
- VR Software
 - CenarioVR
 - Adobe Captivate 2019
 - Other?
- Additional Content
 - Images
 - Videos
 - Audio Recordings
 - Documents
 - Labels/Text
 - questions

Storyboard

- Location(s) - Initial Scene
 - additional scenes linked to initial scene
- Add Hotspots (links to other scenes or content)
- Link to additional content
 - Text
 - Images
 - Audio
 - Video
- Draw what screens will look like.
 - Paper & Pencil
 - Digital Sketching (iPad with Apple Pencil)
- Create a mockup of the project.
 - PowerPoint
 - Keynote

Create a Timeline:

- Determine when you need the project to be completed and work backward to see if the timeline is realistic.
 - Determine how long it will take to create the 360 image or video
 - Determine how long it will take to create and gather additional content such as images, videos, audio recordings, documents and other content.
 - Determine how long it will take to build the project.