

Creating a 360 Video or VR Project

Steps	Checklist	Notes
Step 1: Determine what you want to achieve with this project. What is the problem you are trying to solve? What do you want the student to learn?	<input type="checkbox"/>	
Step 2: Determine who your audience is. What are their capabilities and existing knowledge?	<input type="checkbox"/>	
Step 3: Set Learning Objectives. What are the specific outcomes for the project.	<input type="checkbox"/>	
Step 4: Decide what content will be included in the project.	<input type="checkbox"/>	
Step 5: Make sure the content addresses the problem.	<input type="checkbox"/>	
Step 6: Create a storyboard or visual outline the helps map out each scenes. What elements will be included and where will they be? What text, images, audio, video and other elements are needed?	<input type="checkbox"/>	
Step 7: Create a mock up in PowerPoint or Keynote to see how it will look and function, then start building the project.	<input type="checkbox"/>	
Step 8: Get feedback from users before building out the entire project.	<input type="checkbox"/>	
Step 9: Make changes, build the complete project and publish it.	<input type="checkbox"/>	
Step 10: Measure and evaluate results	<input type="checkbox"/>	

Project Objectives

Steps	Checklist	How will this Course Objective be met?
The student will be able to do the following:		
Objective 1:	<input type="checkbox"/>	
Objective 2:	<input type="checkbox"/>	
Objective 3:	<input type="checkbox"/>	
Objective 4:	<input type="checkbox"/>	
Objective 5:	<input type="checkbox"/>	
Objective 6:	<input type="checkbox"/>	
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Name of Lesson, Topic or Module: _____

Checklist	Items to include	Description Notes
<input type="checkbox"/>	Text Labels	
<input type="checkbox"/>	Video	
<input type="checkbox"/>	Audio	
<input type="checkbox"/>	image	
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