<u>Augmented Reality Assignment:</u>

Task:

Your task is to create an AR application that allows student to learn and practice how to write an email.

Key requirements:

- gets students out of the classroom
- multiple locations so multiple groups can play the game at the same time
- practice some key aspects of writing an email

<u>Practice Key Aspects of Email:</u>

The first thing the AR application needs to do is give students the opportunity to learn and practice the following aspects of an email:

- 1 Creating an informative Subject for the email
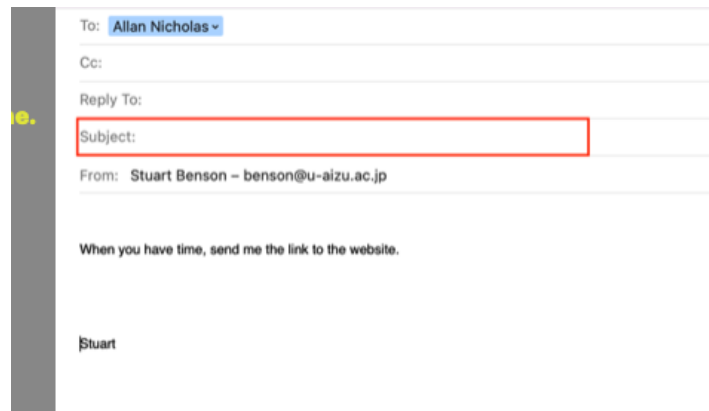
- 2 Appropriate greeting when writing an email to a faculty member
  - Greeting + title + surname
  - Dear A/Prof. Carr; Dear Dr Carr; and so forth
- 3 Brief self-introduction
  - My name is ……. in (Class number) + student ID number
  - My name is Nicholas Carr in Class EN03, student number 123456789
- 4 Polite request
  - Avoid phrases such as: give me … can you…,
  - Use modals: Could you possibly … …
- 5 Closing: how to end the email
  - Sincerely, Kind regards, Your assistance would be greatly appreciated

Example activities for practicing key aspects of an email:

- Go to a location and see a subject line and short email. Then students decide if it is a good Subject line or not.
- Go to a different location and read an email. Students then decide if the Greeting is good or not.
- Go to a location and see an email with mistakes, and students need to identify the errors or choose the correct language to use. For example:
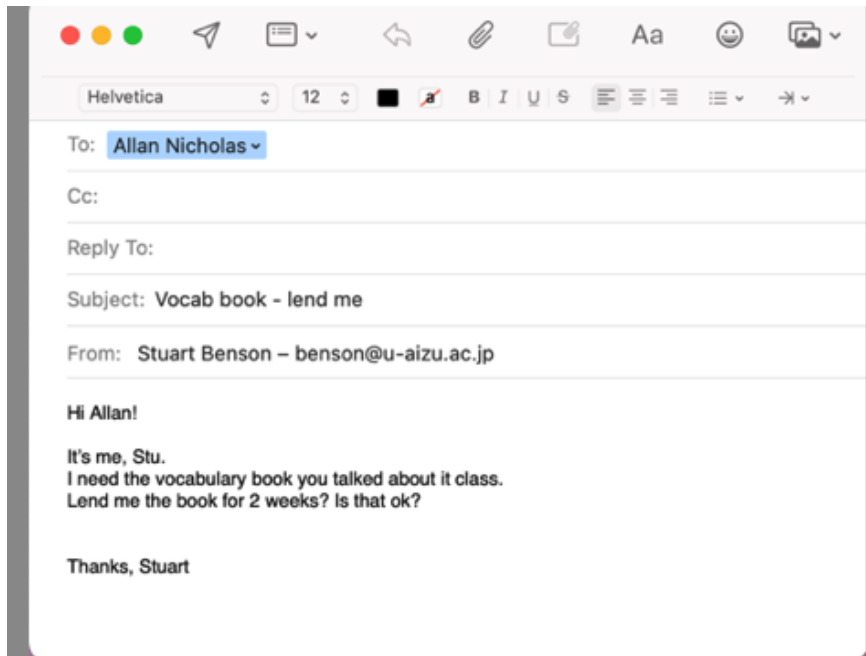
Email Writing Scenarios:

The next step the AR application needs to create the situation of a student needing to write two emails. The first email is the following scenario:

A. A student writes an email to a professor to request a time to meet to ask some questions regarding an assignment.

The second scenario is:

B. A student writes an email to submit an assignment to the professor. However, the assignment is two days late.

For Writing the Email, the students do not write the email in the AR Application. They write the email in Moodle. Therefore, the AR Application only tells them about the situation. For example, a character may appear on their phone and tell them: they need to ask their professor, John Blake, some questions about an assignment and they should set up a time to meet with him.

POINTS TO NOTE:

- The AR Application should get students out of the classroom. For example, the "Markers and Planes" set in the Application could be objects outside iLab1 and 2 and near a teacher's office. (You probably already know this, but in Unity, the Markers and Planes are the objects the application recognizes to place animated objects over)
- You can send students to many different parts of the Research Quadrangle. For example, students may go to one object to practice one feature. For example:
    o Location 1 (Office 266) – Practice Subject of Email
    o Location 2 (Entrance to Research Quadrangle) – Practice Greeting
    o Location 3 (TOEIC is Scary Poster) – Practice Requests
    o and so forth

If you have any questions about this brief, feel free to come to my office: 266 or email me at carrnick@u-aizu.ac.jp

Some Unity information that you may find useful:
There is a Student version of University which can be downloaded for free.
Go to https://unity.com/ and follow the prompts.

There are online tutorials available. Some which may be useful are:

Absolute basics:
https://learn.unity.com/pathway/unity-essentials

AR tutorials:

https://learn.unity.com/course/create-with-ar-markers-and-planes

https://learn.unity.com/project/create-a-plane-detection-ar-app