

TalkTech 2016:

A Collaboration Project between

Politehnica University of Timisoara and Bentley University

Description

Augmented and virtual reality have brought about new forms of engagement in a variety of industries during 2016 as advances in mobile technologies have raised awareness and usage of these technologies.

With your international partners, you will use web-based collaboration and communication tools to meet both synchronously (in real time using voice, video, and chat) and asynchronously (via e-mail, or messaging) to research a current application of [augmented reality](#) or virtual reality. You will create an augmented reality experience for your international partners, and document your group's work by creating an interactive infographic using ThingLink, an image annotation tool.

For this project you will use the VICADIS online tool at

<http://www.vicadis.net/campus/course/view.php?id=122>

All the information, your messages, etc will be stored here. To access this account please check the email message you received with your login information.

ThingLink

ThingLink helps you create interactive images by annotating them with photos and images, video, text, music, and audio. See examples of ThingLinks that others have created here:

<http://www.thinglink.com/learn>

Bentley students have created [this ThingLink](#) to introduce themselves to students at UPT. Click around!

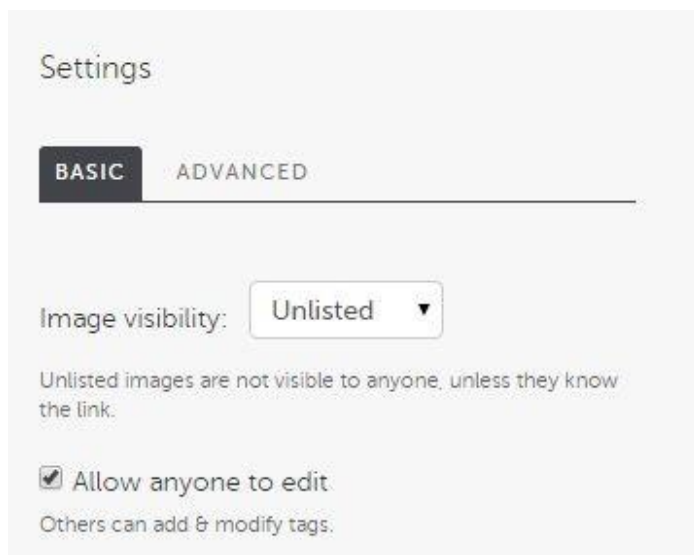
Background Image

Each ThingLink has a background image that can be enhanced with text, audio, and video annotations. Your group should collectively discuss and design the background image you would

like to use for your topic. Please use an original screenshot, photo, scanned image, digital collage, digitally edited or enhanced image, or other image that describes your topic. Your background image should contain several areas that you can annotate with text, voice, and video using ThingLink. You may not use an image that you find online already on a website or through an image search, but you can modify one if the image allows for reuse with modification.

Settings

After creating your group's ThingLink, set sharing settings – who can edit, and image visibility (set it to unlisted). Check Allow Anyone To Edit so others can edit your image!



Post the link to your image to VICADIS so that everyone in your group can access it.

Topics for 2016

The project will pair two Bentley students with three UPT students in groups of 4 or 5. Sign up for one of these topics at <http://bit.ly/tt16signup> - Please type your name next to a topic. Bentley section H02 students should choose a topic in the green area, CH3 students should choose a topic in the blue area. UPT students can choose from either area. Once you type your name in a cell, you will not be allowed to change it without permission from your instructor.

Uses of Augmented or Virtual Reality in ...

1. Health care
2. Advertising / Promotion
3. Museums
4. Education
5. Architecture / Interior design
6. Training / General instruction
7. Mapping
8. Sports
9. Gaming
10. Travel/ Tourism

Requirements

Communication Tools

Share files as necessary, and use any web-based tools you wish in order to communicate constantly, at least weekly.

Augmented Reality Presentation

At the end of the project, each group will record a 3 minute video in which they present their augmented reality experience to their international partners. All group members from both schools need to appear in these videos.

We encourage you to try Google Duo, Google's new live messaging platform, or Skype for your calls, so that you can record them as videos. Read [this article](#) for info on how to record a Google Duo call. Each group should upload their video and post a link to it on ThingLink along with a brief description.

Please take a screenshot of your mobile device as you participate in the broadcast. Each group should post a screen capture of their weekly communication in the Blog area dedicated to each group in Vicadis.

Individual Deliverables

Image and Text Annotation (One per person, in two languages!)

Research a company or application that is using augmented or virtual reality related to your topic in an innovative way, and write a short report (250-300 words) describing your findings. Include an image and/or an online video to accompany your annotation. Enter the web address for the image or video in the “link” field on ThingLink.

Create two versions of your annotation: one in English, and one in Romanian. (Use Google Translate if you need help!) Post your annotation twice, once in each language. **Make sure your name is at the top of the comment that you contributed.** Romanian and American students can help their colleagues to improve their writing.

Vine Video (one per student)

How can you introduce your topic in six seconds? Create a Vine video and share a link to your Vine on ThingLink.

Social Media

While not required, we encourage you to share the links to your work on one of your own social media channels, such as Facebook, Twitter, Pinterest, Instagram, GooglePlus, etc., or post it to your own personal website or blog. Please use the hashtag #talktech2016 . We’ll be searching for that hashtag on Twitter and Instagram!

Group Deliverables

Augmented Reality Experience

Create for your international partners an augmented reality experience related to your topic. Use an approved augmented reality platform to create an augmented reality experience related to your topic.

- Aurasma
- Blippar
- Layar
- Vuforia
- Something else (Mark or Diana must approve)

The goal is to show how someone working in the topic area you chose might use one of these applications to create a virtual reality experience. Write a short paragraph that puts your AR experience in context.

Be sure to include instructions on how to follow your channel on these apps or provide information so that others can view your augmented reality experience outside of the app in which you created it.

UPT students will work together to create one AR experience for Bentley students, and Bentley students will work together to create an AR experience for UPT students.

Timeline

Week Of	Milestones to Accomplish
October 16-22	<ul style="list-style-type: none"> ● Vicadis Password sent - save the email! You can change the password at your first login. ● Provide your contact information on Vicadis! http://www.vicadis.net/campus/course/view.php?id=122 ● Sign up for a group and a topic at http://bit.ly/tt16signu , and exchange contact information with your group members. ● Try to identify a time when you can meet regularly each week online with your international partners. ● Mark joins Diana’s class live to UPT students on Mon 17 OCT
	<ul style="list-style-type: none"> ● Milestone #1: Did you sign up for a group? Is your Vicadis profile complete?
October 23-29	<ul style="list-style-type: none"> ● Make first contact to arrange a real-time chat, and discuss project and division of responsibilities.

	<ul style="list-style-type: none"> ● One person creates ThingLink Account and shares login information with the group. ● Add the web address to your group’s thing link to http://bit.ly/tt16signuup ● Group brainstorms content of background image and decides how it will be created. ● Milestone #2: Is the link for your groups ThingLink posted on ViCaDIS? ● Diana join’s Mark’s class live to Bentley students on Wed 26 OCT
Oct 30- Nov 5	<ul style="list-style-type: none"> ● Post background image on ThingLink. ● Share the link to your ThingLink on your group’s Vicadis blog so everyone can see it. ● http://www.vicadis.net/campus/course/view.php?id=122 ● Discuss which aspects of the background image will be annotated and how, and by whom ● Talk about the augmented or virtual reality experience you would like to create ● Milestone #3: Does your ThingLink have a background image?
Nov 6-12	<ul style="list-style-type: none"> ● Work on your augmented reality individual text annotation and Vine video and post to ThingLink ● Begin working on group deliverables.
Nov 13-19	<ul style="list-style-type: none"> ● Work on group deliverables with partners ● Milestone #4: Individual reports on AR/VR in your industry on ThingLink (in two languages) due
Nov 20-26	<ul style="list-style-type: none"> ● Continue work on Vine and your AR experience ● Bentley Students on holiday from Nov 23-27 ● Milestone #5: Link to each student’s Vine on Vicadis
Nov 27 - Dec 6	<ul style="list-style-type: none"> ● Meet with your international partners for youu demos

	<ul style="list-style-type: none"> ● UPT students on holiday Nov 30, Dec 1 ● Milestone #6: Write a post with a link to your AR experience, ● Milestone #7: Post a video of you presenting it to your international partners, due by Dec 6 at end of day ● Promote your work on social media ● Update the last information in Vicadis ● http://www.vicadis.net/campus/course/view.php?id=122 ● Dec 7 - presentation Bentley students, in class ● Dec 12- presentation UPT students, in class
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Holidays:

Nov 25, 26, 27, - Bentley Thanksgiving Holiday

Nov 30 - 1 Dec - National Day in Romania

Grading :

Post the final all of your work on Vicadis.

Share transcripts of IM chats, email messages, or other communication as evidence of your collaborative efforts.

This project has a total of 50 points, to be allocated as follows:

INDIVIDUAL SCORES

DELIVERABLE: Your Text Annotation

10

- Is the information correct and relevant?
- Do you share anything insightful?

- Does the image illustrate or enhance the text?
- (and is it in two languages?)

DELIVERABLE: Your Vine 5

- Clever?

PROCESS: Your Participation 5

- Is there evidence of your participation throughout the process through chat transcripts, posts to VICADIS, etc.?

Total Individual Score 25

GROUP SCORES

DELIVERABLE: Augmented Reality Experience 10

- Does it work? Is it effective?
- Does your description place the augmented reality scenario you and your partner created in a context appropriate for your topic?

DELIVERABLE: Augmented Reality Experience Video (Presenters) 10

- Quality of Presentation from Presenters
- Quality of Participation from International Partners Viewing
- Quality of the audio or video? Is it audible? Is the video fuzzy?
- Is there evidence of collaboration?: (For example, Do you interact with or speak after your international partners?)
- Presenters: Video Posted;
- Participants: Mobile Screenshots posted

PROCESS: Group 5

- Did your group document its process, how you would work together, and post evidence or snippets of your work together (chat logs, call recordings) of this throughout the project to the VICADIS Blog?

Total Group Score 25

Use whatever social media, digital media, communication and collaboration tools you wish to work efficiently together (e-mail, Skype, messaging, etc).