FINAL EXAMINATION

Your assignment for today (1 hour):

=== DESIGN A VR CURRICULUM ===

Make an outline of the topics to be covered in your vision of an ideal VR curriculum. The curriculum can cover any VR related topics (for example: hardware, software, human factors, world design). Include all the topics you consider relevant for a full course in VR; do not limit your topics to those covered in this class. Indicate the importance of each topic, and provide sufficient detail so that an instructor can create clear lesson plans for each topic.

You can create a curriculum for a single one quarter course, for a series of courses over a year, or for a degree program. Include suggestions for teaching style, types of educational experience, and methods of evaluation.

This is a realtime individual exercise. If you can't think of something today, it probably isn't important.

=== TASK 2 ===

Give yourself a grade for this current class, between 2.0 and 4.0 (grainsize of measurement is .1). Justify your grade (one page maximum).

=== TASK 3 ===

Please fill out the course evaluation forms.

=== FINALLY ===

Class projects (design and/or build a VR tool) should turned in today.