SOUNDGAMESPACEVR
IIMC-550 / IIMC-350
Dave Mickey, Tyler Brownlow-Calkin
Monday 11am-1pm

SoundGameSpaceVR is a CIM workshop designed to use strategies of gaming and play theory to investigate interactive sound, movement and the body in virtual space. The workshop will review and research traditional forms of public art, public play space and site specific narrative. There will be an emphasis on examining the translation of public space into digital terrain and changes to private space in our social environments. Virtual social spaces will be examined as a contrast to the physical environment and the social and political issues that arise around the conditions that determine our definitions of the public sphere. We will develop our responses through readings, discussions and through the production of virtual environments and games during the course of the semester. We will also collaborate on a final project for exhibition at the end of the semester.

Questions to consider:
What constitutes a virtual experience?
What is VR's (potential) impact on cinema, theater, performance art, and game play?
How does virtual reality change our relationship to experience and information?
How can virtual reality achieve immersion and criticality simultaneously?

EXPECTATIONS:
1. Maintain consistent attendance (3 absences)
2. Participate in class discussions and activities.
3. Complete the Final Assignment

SCHEDULE:

Week 1: Jan. 23
- Virtual-ity - Stereoscopes, Panopticons, and Panoramas
- An overview of Mobile Device VR (Google Cardboard) and PC VR (Oculus)
- Brief overview of Unity

Homework:
•Download Unity
•Choose a location, and record it with Cardboard Camera. Then shoot a "roving eye" video moving through the location.

Week 2: Jan 30
- Review homework videos. Observe virtual world from a static POV and a guided/scripted movement through a virtual space.
- Hands and Heads on Oculus
      -Setting up the Oculus with a PC.
      -Experience the Oculus with Oculus example content.

Week 3: Feb. 6
Working with Unity: Building a World of Objects
      -In class Unity Project (creating a world to explore in VR with free Unity objects)
Please bring your computer with Unity installed to class.

Homework:
•Build a simple world using Unity (pair with a partner)

Week 4: Feb. 13
- Review Homework from Feb. 6
- Tactile Prototype:
1. Divide into groups and build a prototype virtual world *without* digital technology (ie a physical model space)
2. Write a script or action to occur in the space.
3. Demonstrate your worlds - how might it change in a virtual environment? What limitations needed consideration?

Week 5-11 [2/27, 3/6, 3/13, 3/20, 4/3, 4/10, 4/17]
- Final Assignment:
In pairs or groups, students will research, code and implement independent investigations into VR using the techniques explored up to this point.

Week 12-13 [4/24, 5/1]
Final Project Presentations.