

Cover Sheet: Request 12555

CAP 5XXX – VR for the Social Good

Info

Process	Course New Ugrad/Pro
Status	Pending at PV - University Curriculum Committee (UCC)
Submitter	Benjamin Lok lok@ufl.edu
Created	4/17/2018 1:47:17 AM
Updated	3/18/2021 3:43:13 PM
Description of request	Examines techniques, approaches, and theories to address social good issues using virtual, augmented, and mixed reality technologies.

Actions

Step	Status	Group	User	Comment	Updated
Department	Approved	ENG - Computer and Information Science and Engineering 19140000	Arunava Banerjee		4/17/2018
No document changes					
College	Conditionally Approved	ENG - College of Engineering	Heidi Dublin	Link to syllabus is attached. Need to copy/paste syllabus info into the form. Also, syllabus late assignment policy is in conflict with UF's. You can not require an excused absence be communicated before the deadline. Once corrected please note that these comments have been addressed in the comments and send back.	8/29/2018
No document changes					
Department	Approved	ENG - Computer and Information Science and Engineering 19140000	Arunava Banerjee	All items were addressed	9/8/2018
No document changes					
College	Recycled	ENG - College of Engineering	Heidi Dublin	Recycled back to the department at the departments request.	10/24/2018
No document changes					
Department	Approved	ENG - Computer and Information Science and Engineering 19140000	Christina Gardner-McCune	Addressed requested issues	3/1/2021
No document changes					

Step	Status	Group	User	Comment	Updated
College	Conditionally Approved	ENG - College of Engineering	Heidi Dublin	<p>Course descriptions should not start with "this course" Course is listed as repeatable for credit. Why? Is there different contents the next time? Or is this a mistake? Undergraduate syllabus should be attached for comparison Graduate course on the form is not marked as a joined course and the difference between grad/undergrad is thus missing on the form. This is proposed as a 5000 level course which undergraduates can take without additional permission. Differentiate what grad students will be doing that is different from undergrad students—maybe in rubric?</p> <p>Please send back with updates by 3/12/2021 for Faculty Council to review on 3/18</p>	3/5/2021
No document changes					
Department	Approved	ENG - Computer and Information Science and Engineering 19140000	Christina Gardner-McCune	All requested changes were made and reviewed.	3/15/2021
VR for the Social Good Syllabus (Undergraduate)_v2.docx.pdf					3/15/2021
VR for the Social Good Syllabus (Graduate)_v2.docx.pdf					3/15/2021
College	Approved	ENG - College of Engineering	Heidi Dublin	Approved by HWCOE Curriculum Committee and Faculty Council.	3/18/2021
No document changes					
University Curriculum Committee	Pending	PV - University Curriculum Committee (UCC)			3/18/2021
No document changes					
Statewide Course Numbering System					
No document changes					
Office of the Registrar					
No document changes					
Student Academic Support System					
No document changes					
Catalog					
No document changes					

Step	Status	Group	User	Comment	Updated
College Notified					
No document changes					

Course|New for request 12555

Info

Request: CAP 5XXX – VR for the Social Good

Description of request: Examines techniques, approaches, and theories to address social good issues using virtual, augmented, and mixed reality technologies.

Submitter: Christina Gardner-McCune gmccune@ufl.edu

Created: 3/15/2021 10:40:16 AM

Form version: 23

Responses

Recommended Prefix

Enter the three letter code indicating placement of course within the discipline (e.g., POS, ATR, ENC). Note that for new course proposals, the State Common Numbering System (SCNS) may assign a different prefix.

Response:
CAP

Course Level

Select the one digit code preceding the course number that indicates the course level at which the course is taught (e.g., 1=freshman, 2=sophomore, etc.).

Response:
5

Number

Enter the three digit code indicating the specific content of the course based on the SCNS taxonomy and course equivalency profiles. For new course requests, this may be XXX until SCNS assigns an appropriate number.

Response:
XXX

Category of Instruction

Indicate whether the course is introductory, intermediate or advanced. Introductory courses are those that require no prerequisites and are general in nature. Intermediate courses require some prior preparation in a related area. Advanced courses require specific competencies or knowledge relevant to the topic prior to enrollment.

Response:
Introductory

- 1000 and 2000 level = Introductory undergraduate
- 3000 level = Intermediate undergraduate
- 4000 level = Advanced undergraduate
- 5000 level = Introductory graduate
- 6000 level = Intermediate graduate
- 7000 level = Advanced graduate

4000/5000 and 4000/6000 levels = Joint undergraduate/graduate (these must be approved by the UCC and the Graduate Council)

Lab Code

Enter the lab code to indicate whether the course is lecture only (None), lab only (L), or a combined lecture and lab (C).

Response:
None

Course Title

Enter the title of the course as it should appear in the Academic Catalog.

Response:
Virtual Reality for the Social Good

Transcript Title

Enter the title that will appear in the transcript and the schedule of courses. Note that this must be limited to 21 characters (including spaces and punctuation).

Response:
VR for Social Good

Degree Type

Select the type of degree program for which this course is intended.

Response:
Graduate

Delivery Method(s)

Indicate all platforms through which the course is currently planned to be delivered.

Response:
On-Campus, Online

Co-Listing

Will this course be jointly taught to undergraduate, graduate, and/or professional students?

Response:
Yes

Co-Listing Explanation

Please detail how coursework differs for undergraduate, graduate, and/or professional students.

Response:
While the lectures and the general structure of assignments #1-3 are similar for undergraduate and graduate students, graduate students have greater project requirements including larger user testing requirements, additional meeting and reporting requirements, and requirements to integrate research results in their projects than undergraduate projects. In particular, assignment #4 - Applying Social virtual storytelling experience to address a social good - 60% requires

graduate students to routinely test and evaluate their platform with clients and users. Graduate students will conduct multiple social sessions with large numbers of end users to impact the social good. While undergraduates are only required to develop and iterate on the application with a relatively small number of users.

Thus, project descriptions and evaluation rubrics for undergraduate and graduate student project submissions will differ significantly.

Effective Term

Select the requested term that the course will first be offered. Selecting "Earliest" will allow the course to be active in the earliest term after SCNS approval. If a specific term and year are selected, this should reflect the department's best projection. Courses cannot be implemented retroactively, and therefore the actual effective term cannot be prior to SCNS approval, which must be obtained prior to the first day of classes for the effective term. SCNS approval typically requires 2 to 6 weeks after approval of the course at UF.

Response:
Earliest Available

Effective Year

Select the requested year that the course will first be offered. See preceding item for further information.

Response:
Earliest Available

Rotating Topic?

Select "Yes" if the course can have rotating (varying) topics. These course titles can vary by topic in the Schedule of Courses.

Response:
No

Repeatable Credit?

Select "Yes" if the course may be repeated for credit. If the course will also have rotating topics, be sure to indicate this in the question above.

Response:
No

Amount of Credit

Select the number of credits awarded to the student upon successful completion, or select "Variable" if the course will be offered with variable credit and then indicate the minimum and maximum credits per section. Note that credit hours are regulated by Rule 6A-10.033, FAC. If you select "Variable" for the amount of credit, additional fields will appear in which to indicate the minimum and maximum number of total credits.

Response:
3

S/U Only?

Select "Yes" if all students should be graded as S/U in the course. Note that each course must be entered into the UF curriculum inventory as either letter-graded or S/U. A course may not have both options. However, letter-graded courses allow students to take the course S/U with instructor permission.

Response:

No

Contact Type

Select the best option to describe course contact type. This selection determines whether base hours or headcount hours will be used to determine the total contact hours per credit hour. Note that the headcount hour options are for courses that involve contact between the student and the professor on an individual basis.

Response:

Regularly Scheduled

- Regularly Scheduled [base hr]
- Thesis/Dissertation Supervision [1.0 headcount hr]
- Directed Individual Studies [0.5 headcount hr]
- Supervision of Student Interns [0.8 headcount hr]
- Supervision of Teaching/Research [0.5 headcount hr]
- Supervision of Cooperative Education [0.8 headcount hr]

Contact the Office of Institutional Planning and Research (352-392-0456) with questions regarding contact type.

Weekly Contact Hours

Indicate the number of hours instructors will have contact with students each week on average throughout the duration of the course.

Response:

3

Course Description

Provide a brief narrative description of the course content. This description will be published in the Academic Catalog and is limited to 50 words or fewer. See course description guidelines.

Response:

A multidisciplinary approach to solving pressing social problems by blending social science practices with innovative technology. Students will explore effective messaging perspectives, virtual social spaces, and virtual reality technologies to create a compelling story for a social good issue. This class is for all students, regardless of major/prior experience.

Prerequisites

Indicate all requirements that must be satisfied prior to enrollment in the course. Prerequisites will be automatically checked for each student attempting to register for the course. The prerequisite will be published in the Academic Catalog and must be formulated so that it can be enforced in the registration system. Please note that upper division courses (i.e., intermediate or advanced level of instruction) must have proper prerequisites to target the appropriate audience for the course.

Response:

none

Completing Prerequisites on UCC forms:

- Use "&" and "or" to conjoin multiple requirements; do not use commas, semicolons, etc.
- Use parentheses to specify groupings in multiple requirements.
- Specifying a course prerequisite (without specifying a grade) assumes the required passing grade is D-. In order to specify a different grade, include the grade in parentheses immediately after the course number. For example, "MAC 2311(B)" indicates that students are required to obtain a grade of B in Calculus I. MAC2311 by itself would only require a grade of D-.
- Specify all majors or minors included (if all majors in a college are acceptable the college code is sufficient).
- "Permission of department" is always an option so it should not be included in any prerequisite or co-requisite.

Example: A grade of C in HSC 3502, passing grades in HSC 3057 or HSC 4558, and major/minor in PHHP should be written as follows:

HSC 3502(C) & (HSC 3057 or HSC 4558) & (HP college or (HS or CMS or DSC or HP or RS minor))

Co-requisites

Indicate all requirements that must be taken concurrently with the course. Co-requisites are not checked by the registration system.

Response:

none

Rationale and Placement in Curriculum

Explain the rationale for offering the course and its place in the curriculum.

Response:

As immersive technologies (virtual, mixed, and augmented reality) proliferate, students need to learn 1. how to develop systems that use immersive technologies, 2. what types of problems are best suited for immersive technologies, 3. storytelling strategies around messaging and persuasion. This course provides students an introduction to the design of immersive experiences, including covering commonly used commodity hardware and software platforms. Students also learn messaging strategies so as to understand how to create effective immersive experiences for persuasion. Finally, students apply the system design and messaging concepts through developing solutions to address social good issues as operationalized by sustainable development goals (e.g., United Nations Sustainable Development Goals)

Course Objectives

Describe the core knowledge and skills that student should derive from the course. The objectives should be both observable and measurable.

Response:

The Virtual Reality (VR) for the Social Good course will have students learn the basics of message effects and how to apply these components effectively in virtual 3D social spaces, and develop virtual experiences to improve the social good. Students will create and deliver compelling interactive stories in virtual social spaces. The virtual social spaces will motivate participants to participate in improving the social good. Virtual social spaces will be iterated upon throughout the semester incorporating planning, development, deployment, and feedback with end-users. Undergraduate students are expected to routinely test their platform with clients and users. Undergraduate students will conduct multiple social sessions with small groups of end-users to impact the social good.

Course Textbook(s) and/or Other Assigned Reading

Enter the title, author(s) and publication date of textbooks and/or readings that will be assigned. Please provide specific examples to evaluate the course.

Response:

There are no required textbooks. Lecture notes will be provided by the instructors. The software we will use in this class is Mozilla Hubs. Mozilla Hubs is an open-source platform to create virtual experiences on a variety of platforms. Mozilla Hubs is free to use.

Weekly Schedule of Topics

Provide a projected weekly schedule of topics. This should have sufficient detail to evaluate how the course would meet current curricular needs and the extent to which it overlaps with existing courses at UF.

Response:

Week 1: Introduction to Course, Messaging, and VR, Benjamin Lok and Sriram Kalyanaraman / Assignment #1: Critique Solo VR Experience Assigned, Assignment #2: Create Solo VR Experience Assigned

Week 2: Science of Empathy, Benjamin Lok and Sriram Kalyanaraman

Week 3: VR: What, When, Why, Benjamin Lok and Sriram Kalyanaraman, / Assignment #1: Critique Solo VR Experience Due

Week 4: VR: What, When, Why, Benjamin Lok and Sriram Kalyanaraman

Week 5: Science of Persuasion and Call to Action!, Benjamin Lok and Sriram Kalyanaraman / Assignment #3: Critique Social VR Experience Assigned, Assignment #4: Create Social VR Experience Assigned

Week 6: Power of Iteration, Benjamin Lok and Sriram Kalyanaraman / Assignment #2: Create Solo VR Experience Due,

Week 7: Science of Persuasion (cont'd), Benjamin Lok and Sriram Kalyanaraman

Week 8: Power of Iteration (cont'd), Discuss class project, Benjamin Lok and Sriram Kalyanaraman

Week 9: Research into using VR for Social Good, Benjamin Lok and Sriram Kalyanaraman / Assignment #3: Critique Social VR Experience Assigned

Week 10: Evaluating Efficacy in VR, Benjamin Lok and Sriram Kalyanaraman

Week 11: Review Iteration #1 for Assignment #4 for all teams, Benjamin Lok and Sriram Kalyanaraman

Week 12: VR Hardware and Software, Benjamin Lok and Sriram Kalyanaraman

Week 13: Review Iteration #2 for Assignment #4 for all teams, Benjamin Lok and Sriram Kalyanaraman

Week 14: Future of Immersive Storytelling, Benjamin Lok and Sriram Kalyanaraman

Week 15: Demo Day! (Review Iteration #3), Benjamin Lok and Sriram Kalyanaraman, / Assignment #4: Create Social VR Experience due

Links and Policies

Consult the syllabus policy page for a list of required and recommended links to add to the syllabus. Please list the links and any additional policies that will be added to the course syllabus.

Please see: syllabus.ufl.edu for more information

Response:

Class attendance is highly recommended, but will not be required.

Make-Up Policy – There is a 10% penalty for submissions that are late (maximum 48 hours after the initial deadline). Make-Up homework, projects and exams will be coordinated with the instructor for university excused absences.

Excused absences must be consistent with university policies in the graduate catalog (<http://gradcatalog.ufl.edu/content.php?catoid=10&navoid=2020#attendance>) and require appropriate documentation.

Grading Scheme

List the types of assessments, assignments and other activities that will be used to determine the course grade, and the percentage contribution from each. This list should have sufficient detail to evaluate the course rigor and grade integrity. Include details about the grading rubric and percentage breakdowns for determining grades.

Response:

The course has four assignments.

Assignment #1 - Critique a Solo VR experience - 10% of final grade

Students will critique effective virtual storytelling experiences. Graduate students will evaluate several VR experiences and provide a critical review of the experiences by leveraging an formal critique framework.

Assignment #2 - Build a Solo virtual storytelling experience - 20% of final grade

Students learn the skills needed to build a VR experience. Students will use a commercial 3D social space platform and learn how to use 3D virtual social spaces to address the social good. Students will learn to incorporate 2D and 3D content into a scene. Students deploy the scene to the public. Students apply this knowledge to a self-generated project to create an experience to message positive change for the social good. Grading will be focused on effective identification of a non-profit organization that works on UN Sustainable Development Goals, the effective conversion of the organization's message into a virtual reality experience as to persuade users to act on the UN Sustainable Development Goal.

Assignment #3 - Critique a Social VR experience - 10% of final grade

Students will critique effective social virtual storytelling experiences. Graduate students will evaluate several VR experiences and provide a critical review of the experiences by leveraging an formal critique framework.

Assignment #4 - Build a Social virtual storytelling experience to address a social good - 60% of final grade

Students form teams and work on projects pitched to. Students will use the Agile software development method to deliver value to the UF community. Virtual social spaces will be iterated upon throughout the semester incorporating planning, development, deployment, and feedback with end users. Graduate students will routinely test and evaluate their platform with clients and users. Graduate students will conduct multiple social sessions with large numbers of end users to impact the social good.

Grading is as follows:

40% following Agile processes and Scrum ceremonies (evaluated through submission of documentation)

60% evaluation of student's contribution by product owners and teammates using rubrics designed by the instructors.

There is no final exam.

Instructor(s)

Enter the name of the planned instructor or instructors, or "to be determined" if instructors are not yet identified.

Response:

Benjamin Lok

Sriram Kalyanaraman

VR for the Social Good

CAP 5XXX

Class Periods: Tuesdays, 7th-9th periods, 1:55 PM - 4:55 PM

Location: virtual

Academic Term: Fall 2020

Instructor:

Benjamin Lok

lok@ufl.edu

352-214-9829

Office Hours: Tuesday, 6th period, 12:50 PM - 1:40 PM, virtual meetings

Sriram Kalyanaraman

sri@jou.ufl.edu

919-923-6837

Office Hours: Tuesdays, by appointment

Teaching Assistants:

Please contact through the Canvas website

- Jacob Stuart, Name of TA, email address, office location, office hours

Course Description

A multidisciplinary approach to solving pressing social problems by blending social science practices with innovative technology. Students will explore effective messaging perspectives, virtual social spaces, and virtual reality technologies in order to create a compelling story on a social good issue. This class is for all students, regardless of major or prior experience. NO programming experience is required.

Course Pre-Requisites / Co-Requisites

None

Course Objectives

The Virtual Reality (VR) for the Social Good course will have students learn the basics of message effects and how to apply these components effectively in virtual 3D social spaces, and develop virtual experiences to improve the social good. Students will create and deliver compelling interactive stories in virtual social spaces. The virtual social spaces will motivate participants to participate in improving the social good. Virtual social spaces will be iterated upon throughout the semester incorporating planning, development, deployment, and feedback with end users. Graduate students are expected to routinely test and evaluate their platform with clients and users. Graduate students will conduct multiple social sessions with large numbers of end users to impact the social good.

Materials and Supply Fees

none.

Required Textbooks and Software

There are no required textbooks. Lecture notes will be provided by the instructors. The software we will use in this class is Mozilla Hubs. Mozilla Hubs is an open-source platform to create virtual experiences on a variety of platforms. Mozilla Hubs is free to use.

Recommended Materials

none.

Course Schedule

Week 1: Introduction to Course, Messaging, and VR, Benjamin Lok and Sriram Kalyanaraman / Assignment #1: Critique Solo VR Experience Assigned, Assignment #2: Create Solo VR Experience Assigned

Week 2: Science of Empathy, Benjamin Lok and Sriram Kalyanaraman
Week 3: VR: What, When, Why, Benjamin Lok and Sriram Kalyanaraman, / Assignment #1: Critique Solo VR Experience Due
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Week 14: Future of Immersive Storytelling, Benjamin Lok and Sriram Kalyanaraman
Week 15: Demo Day! (Review Iteration #3), Benjamin Lok and Sriram Kalyanaraman, / Assignment #4: Create Social VR Experience due

Attendance Policy, Class Expectations, and Make-Up Policy

Class attendance is highly recommended, but will not be required.

Make-Up Policy – There is a 10% penalty for submissions that are late (maximum 48 hours after the initial deadline). Make-Up homework, projects and exams will be coordinated with the instructor for university excused absences.

Excused absences must be consistent with university policies in the graduate catalog (<http://gradcatalog.ufl.edu/content.php?catoid=10&navoid=2020#attendance>) and require appropriate documentation.

Evaluation of Grades

The course has four assignments.

Assignment #1 - Critique a Solo VR experience - 10% of final grade

Students will critique effective virtual storytelling experiences. Graduate students will evaluate several VR experiences and provide a critical review of the experiences by leveraging an formal critique framework.

Assignment #2 - Build a Solo virtual storytelling experience - 20% of final grade

Students learn the skills needed to build a VR experience. Students will use a commercial 3D social space platform and learn how to use 3D virtual social spaces to address the social good. Students will learn to incorporate 2D and 3D content into a scene. Students deploy the scene to the public. Students apply this knowledge to a self-generated project to create an experience to message positive change for the social good. Grading will be focused on effective identification of a non-profit organization that works on UN Sustainable Development Goals, the effective conversion of the organization's message into a virtual reality experience as to persuade users to act on the UN Sustainable Development Goal.

Assignment #3 - Critique a Social VR experience - 10% of final grade

Students will critique effective social virtual storytelling experiences. Graduate students will evaluate several VR experiences and provide a critical review of the experiences by leveraging an formal critique framework.

Assignment #4 - Build a Social virtual storytelling experience to address a social good - 60% of final grade Students form teams and work on projects pitched to. Students will use the Agile software development method to deliver value to the UF community. Virtual social spaces will be iterated upon throughout the semester incorporating planning, development, deployment, and feedback with end users. Graduate students will routinely

test and evaluate their platform with clients and users. Graduate students will conduct multiple social sessions with large numbers of end users to impact the social good.

Grading is as follows:

40% team follows Agile processes and Scrum ceremonies (evaluated through submission of documentation)

60% evaluation of student's contribution by product owners and teammates using rubrics designed by the instructors.

There is no final exam.

Assignment	Total Points	Percentage of Final Grade
Critique Solo VR	100	10%
Create Solo VR	100	20%
Critique Social VR	100	10%
Create Social VR	100	60%
		100%

Grading Policy

Percent	Grade	Grade Points
91.5 - 100.0	A	4.00
89.5 - 91.4	A-	3.67
87.5 - 89.4	B+	3.33
81.5 - 87.4	B	3.00
79.5 - 81.4	B-	2.67
77.5 - 79.4	C+	2.33
71.5 - 77.4	C	2.00
69.5 - 71.4	C-	1.67
67.5 - 69.4	D+	1.33
61.5 - 67.4	D	1.00
59.5 - 61.4	D-	0.67
0 - 59.4	E	0.00

More information on UF grading policy may be found at:

<http://gradcatalog.ufl.edu/content.php?catoid=10&navoid=2020#grades>

Students Requiring Accommodations

Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the disability Resource Center by visiting <https://disability.ufl.edu/students/get-started/>. It is important for students to share their accommodation letter with their instructor and discuss their access needs, as early as possible in the semester.

Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.ua.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their

Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>.

University Honesty Policy

UF students are bound by The Honor Pledge which states, “We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: “On my honor, I have neither given nor received unauthorized aid in doing this assignment.” The Honor Code (<https://sccr.dso.ufl.edu/policies/student-honor-code-student-conduct-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Commitment to a Safe and Inclusive Learning Environment

The Herbert Wertheim College of Engineering values broad diversity within our community and is committed to individual and group empowerment, inclusion, and the elimination of discrimination. It is expected that every person in this class will treat one another with dignity and respect regardless of gender, sexuality, disability, age, socioeconomic status, ethnicity, race, and culture.

If you feel like your performance in class is being impacted by discrimination or harassment of any kind, please contact your instructor or any of the following:

- Your academic advisor or Graduate Program Coordinator
- Robin Bielling, Director of Human Resources, 352-392-0903, rbielling@eng.ufl.edu
- Curtis Taylor, Associate Dean of Student Affairs, 352-392-2177, taylor@eng.ufl.edu
- Toshikazu Nishida, Associate Dean of Academic Affairs, 352-392-0943, nishida@eng.ufl.edu

Software Use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <https://registrar.ufl.edu/ferpa.html>

Campus Resources:

Health and Wellness

U Matter, We Care:

Your well-being is important to the University of Florida. The U Matter, We Care initiative is committed to creating a culture of care on our campus by encouraging members of our community to look out for one another and to reach out for help if a member of our community is in need. If you or a friend is in distress, please contact umatter@ufl.edu so that the U Matter, We Care Team can reach out to the student in distress. A nighttime and weekend crisis counselor is available by phone at 352-392-1575. The U Matter, We Care Team can help connect students to the many other helping resources available including, but not limited to, Victim Advocates, Housing staff, and the Counseling and Wellness Center. Please remember that asking for help is a sign of strength. In case of emergency, call 9-1-1.

Counseling and Wellness Center: <http://www.counseling.ufl.edu/cwc>, and 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

VR for the Social Good, CAP 5XXX

Benjamin Lok and Sriram Kalyanaraman, Fall 2020

Sexual Discrimination, Harassment, Assault, or Violence

If you or a friend has been subjected to sexual discrimination, sexual harassment, sexual assault, or violence contact the **Office of Title IX Compliance**, located at Yon Hall Room 427, 1908 Stadium Road, (352) 273-1094, title-ix@ufl.edu

Sexual Assault Recovery Services (SARS)

Student Health Care Center, 392-1161.

University Police Department at 392-1111 (or 9-1-1 for emergencies), or <http://www.police.ufl.edu/>.

Academic Resources

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu.
<https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <https://www.crc.ufl.edu/>.

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring.
<https://teachingcenter.ufl.edu/>.

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers.
<https://writing.ufl.edu/writing-studio/>.

Student Complaints Campus: <https://care.dso.ufl.edu>.

On-Line Students Complaints: <http://www.distance.ufl.edu/student-complaint-process>.

VR for the Social Good

CAP 4XXX

Class Periods: Tuesdays, 7th-9th periods, 1:55 PM - 4:55 PM

Location: virtual

Academic Term: Fall 2020

Instructor:

Benjamin Lok

lok@ufl.edu

352-214-9829

Office Hours: Tuesday, 6th period, 12:50 PM - 1:40 PM, virtual meetings

Sriram Kalyanaraman

sri@jou.ufl.edu

919-923-6837

Office Hours: Tuesdays, by appointment

Teaching Assistants:

Please contact through the Canvas website

- Jacob Stuart, Name of TA, email address, office location, office hours

Course Description

A multidisciplinary approach to solving pressing social problems by blending social science practices with innovative technology. Students will explore effective messaging perspectives, virtual social spaces, virtual reality technologies, and techniques for creating a compelling story for a social good issue. This class is for all students, regardless of major or prior experience.

Course Pre-Requisites / Co-Requisites

COP 3503 or COP 3504

Course Objectives

The Virtual Reality (VR) for the Social Good course will have students learn the basics of message effects and how to apply these components effectively in virtual 3D social spaces, and develop virtual experiences to improve the social good. Students will create and deliver compelling interactive stories in virtual social spaces. The virtual social spaces will motivate participants to participate in improving the social good. Virtual social spaces will be iterated upon throughout the semester incorporating planning, development, deployment, and feedback with end users. Undergraduate students are expected to routinely test their platform with clients and users. Undergraduate students will conduct multiple social sessions with small groups of end users to impact the social good.

Materials and Supply Fees

none.

Required Textbooks and Software

There are no required textbooks. Lecture notes will be provided by the instructors. The software we will use in this class is Mozilla Hubs. Mozilla Hubs is an open-source platform to create virtual experiences on a variety of platforms. Mozilla Hubs is free to use.

Recommended Materials

none.

Course Schedule

Week 1: Introduction to Course, Messaging, and VR, Benjamin Lok and Sriram Kalyanaraman / Assignment #1:

Critique Solo VR Experience Assigned, Assignment #2: Create Solo VR Experience Assigned

Week 2: Science of Empathy, Benjamin Lok and Sriram Kalyanaraman

Week 3: VR: What, When, Why, Benjamin Lok and Sriram Kalyanaraman, / Assignment #1: Critique Solo VR Experience Due
Week 4: VR: What, When, Why, Benjamin Lok and Sriram Kalyanaraman
Week 5: Science of Persuasion and Call to Action!, Benjamin Lok and Sriram Kalyanaraman / Assignment #3: Critique Social VR Experience Assigned, Assignment #4: Create Social VR Experience Assigned
Week 6: Power of Iteration, Benjamin Lok and Sriram Kalyanaraman / Assignment #2: Create Solo VR Experience Due,
Week 7: Science of Persuasion (cont'd), Benjamin Lok and Sriram Kalyanaraman
Week 8: Power of Iteration (cont'd), Discuss class project, Benjamin Lok and Sriram Kalyanaraman
Week 9: Research into using VR for Social Good, Benjamin Lok and Sriram Kalyanaraman / Assignment #3: Critique Social VR Experience Due
Week 10: Evaluating Efficacy in VR, Benjamin Lok and Sriram Kalyanaraman
Week 11: Review Iteration #1 for all teams, Benjamin Lok and Sriram Kalyanaraman
Week 12: VR Hardware and Software, Benjamin Lok and Sriram Kalyanaraman
Week 13: Review Iteration #2 for all teams, Benjamin Lok and Sriram Kalyanaraman
Week 14: Future of Immersive Storytelling, Benjamin Lok and Sriram Kalyanaraman
Week 15: Demo Day! (Review Iteration #3), Benjamin Lok and Sriram Kalyanaraman, / Assignment #4: Create Social VR Experience due

Online Course Recording

Our class sessions may be audio visually recorded for students in the class to refer back and for enrolled students who are unable to attend live. Students who participate with their camera engaged or utilize a profile image are agreeing to have their video or image recorded. If you are unwilling to consent to have your profile or video image recorded, be sure to keep your camera off and do not use a profile image. Likewise, students who un-mute during class and participate orally are agreeing to have their voices recorded. If you are not willing to consent to have your voice recorded during class, you will need to keep your mute button activated and communicate exclusively using the "chat" feature, which allows students to type questions and comments live. The chat will not be recorded or shared. As in all courses, unauthorized recording and unauthorized sharing of recorded materials is prohibited.

F2F Course Policy in Response to COVID-19

We will have face-to-face instructional sessions to accomplish the student learning objectives of this course. In response to COVID-19, the following policies and requirements are in place to maintain your learning environment and to enhance the safety of our in-classroom interactions.

- You are required to wear approved face coverings at all times during class and within buildings. Following and enforcing these policies and requirements are all of our responsibility. Failure to do so will lead to a report to the Office of Student Conduct and Conflict Resolution.
- This course has been assigned a physical classroom with enough capacity to maintain physical distancing (6 feet between individuals) requirements. Please utilize designated seats and maintain appropriate spacing between students. Please do not move desks or stations.
- Sanitizing supplies are available in the classroom if you wish to wipe down your desks prior to sitting down and at the end of the class.
- Follow your instructor's guidance on how to enter and exit the classroom. Practice physical distancing to the extent possible when entering and exiting the classroom.
- If you are experiencing COVID-19 symptoms ([Click here for guidance from the CDC on symptoms of coronavirus](#)), please use the UF Health screening system and follow the instructions on whether you are able to attend class. [Click here for UF Health guidance on what to do if you have been exposed to or are experiencing Covid-19 symptoms](#).
- Course materials will be provided to you with an excused absence, and you will be given a reasonable amount of time to make up work. [Find more information in the university attendance policies](#).

Attendance Policy, Class Expectations, and Make-Up Policy

Class attendance is highly recommended, but will not be required.

Make-Up Policy – There is a 10% penalty for submissions that are late (maximum 48 hours after the initial deadline). Make-Up homework, projects and exams will be coordinated with the instructor for university excused absences.

Excused absences must be consistent with university policies in the undergraduate catalog (<https://catalog.ufl.edu/ugrad/current/regulations/info/attendance.aspx>) and require appropriate documentation.

Evaluation of Grades

The course has four assignments.

Assignment #1 - Critique a Solo VR experience - 10% of final grade

Students will critique effective virtual storytelling experiences. Students will evaluate a VR experience and provide a critical review of the experience by leveraging an formal critique framework.

Assignment #2 - Build a Solo virtual storytelling experience - 20% of final grade

Students learn the skills needed to build a VR experience. Students will use a commercial 3D social space platform and learn how to use 3D virtual social spaces to address the social good. Students will learn to incorporate 2D and 3D content into a scene. Students deploy the scene to the public. Students apply this knowledge to a self-generated project to create an experience to message positive change for the social good. Grading will be focused on effective identification of a non-profit organization that works on UN Sustainable Development Goals, the effective conversion of the organization's message into a virtual reality experience as to persuade users to act on the UN Sustainable Development Goal.

Assignment #3 - Critique a Social VR experience - 10% of final grade

Students will critique effective social virtual storytelling experiences. Students will evaluate a VR experience and experience by leveraging an formal critique framework.

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Assignment #4 - Build a Social virtual storytelling experience to address a social good - 60% of final grade

Students form teams and work on projects pitched to. Students will use the Agile software development method to deliver value to the UF community. Virtual social spaces will be iterated upon throughout the semester incorporating planning, development, deployment, and feedback with end users. Students will test and evaluate their platform with clients and users. **Graduate students** will conduct several social sessions with several end-users to impact the social good.

Grading is as follows:

40% team follows Agile processes and Scrum ceremonies (evaluated through submission of documentation)

60% evaluation of student's contribution by product owners and teammates using rubrics designed by the instructors.

There is no final exam.

Assignment	Total Points	Percentage of Final Grade
Critique Solo VR	100	10%
Create Solo VR	100	20%
Critique Social VR	100	10%
Create Social VR	100	60%
		100%

Grading Policy

Percent	Grade	Grade Points
91.5 - 100.0	A	4.00
89.5 - 91.4	A-	3.67
87.5 - 89.4	B+	3.33
81.5 - 87.4	B	3.00
79.5 - 81.4	B-	2.67
77.5 - 79.4	C+	2.33
71.5 - 77.4	C	2.00
69.5 - 71.4	C-	1.67
67.5 - 69.4	D+	1.33
61.5 - 67.4	D	1.00
59.5 - 61.4	D-	0.67
0 - 59.4	E	0.00

More information on UF grading policy may be found at:

[UF Undergraduate Catalog](#)
[Grades and Grading Policies](#)

Students Requiring Accommodations

Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the disability Resource Center by visiting <https://disability.ufl.edu/students/get-started/>. It is important for students to share their accommodation letter with their instructor and discuss their access needs, as early as possible in the semester.

Course Evaluation

Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online via GatorEvals. Guidance on how to give feedback in a professional and respectful manner is available at <https://gatorevals.aa.ufl.edu/students/>. Students will be notified when the evaluation period opens, and can complete evaluations through the email they receive from GatorEvals, in their Canvas course menu under GatorEvals, or via <https://ufl.bluera.com/ufl/>. Summaries of course evaluation results are available to students at <https://gatorevals.aa.ufl.edu/public-results/>.

University Honesty Policy

UF students are bound by The Honor Pledge which states, "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Honor Code (<https://sccr.dso.ufl.edu/policies/student-honor-code-student-conduct-code/>) specifies a number of behaviors that are in violation of this code and the possible sanctions. Furthermore, you are obligated to report any condition that facilitates academic misconduct to appropriate personnel. If you have any questions or concerns, please consult with the instructor or TAs in this class.

Commitment to a Safe and Inclusive Learning Environment

The Herbert Wertheim College of Engineering values broad diversity within our community and is committed to individual and group empowerment, inclusion, and the elimination of discrimination. It is expected that every person in this class will treat one another with dignity and respect regardless of gender, sexuality, disability, age, socioeconomic status, ethnicity, race, and culture.

If you feel like your performance in class is being impacted by discrimination or harassment of any kind, please contact your instructor or any of the following:

- Your academic advisor or Graduate Program Coordinator
- Robin Bielling, Director of Human Resources, 352-392-0903, rbielling@eng.ufl.edu
- Curtis Taylor, Associate Dean of Student Affairs, 352-392-2177, taylor@eng.ufl.edu
- Toshikazu Nishida, Associate Dean of Academic Affairs, 352-392-0943, nishida@eng.ufl.edu

Software Use

All faculty, staff, and students of the University are required and expected to obey the laws and legal agreements governing software use. Failure to do so can lead to monetary damages and/or criminal penalties for the individual violator. Because such violations are also against University policies and rules, disciplinary action will be taken as appropriate. We, the members of the University of Florida community, pledge to uphold ourselves and our peers to the highest standards of honesty and integrity.

Student Privacy

There are federal laws protecting your privacy with regards to grades earned in courses and on individual assignments. For more information, please see: <https://registrar.ufl.edu/ferpa.html>

Campus Resources:

Health and Wellness

U Matter, We Care:

Your well-being is important to the University of Florida. The U Matter, We Care initiative is committed to creating a culture of care on our campus by encouraging members of our community to look out for one another and to reach out for help if a member of our community is in need. If you or a friend is in distress, please contact umatter@ufl.edu so that the U Matter, We Care Team can reach out to the student in distress. A nighttime and weekend crisis counselor is available by phone at 352-392-1575. The U Matter, We Care Team can help connect students to the many other helping resources available including, but not limited to, Victim Advocates, Housing staff, and the Counseling and Wellness Center. Please remember that asking for help is a sign of strength. In case of emergency, call 9-1-1.

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Counseling and Wellness Center: <http://www.counseling.ufl.edu/cwc>, and 392-1575; and the University Police Department: 392-1111 or 9-1-1 for emergencies.

Sexual Discrimination, Harassment, Assault, or Violence

If you or a friend has been subjected to sexual discrimination, sexual harassment, sexual assault, or violence contact the **Office of Title IX Compliance**, located at Yon Hall Room 427, 1908 Stadium Road, (352) 273-1094, title-ix@ufl.edu

Sexual Assault Recovery Services (SARS)

Student Health Care Center, 392-1161.

University Police Department at 392-1111 (or 9-1-1 for emergencies), or <http://www.police.ufl.edu/>.

Academic Resources

E-learning technical support, 352-392-4357 (select option 2) or e-mail to Learning-support@ufl.edu.
<https://lss.at.ufl.edu/help.shtml>.

Career Resource Center, Reitz Union, 392-1601. Career assistance and counseling. <https://www.crc.ufl.edu/>.

Library Support, <http://cms.uflib.ufl.edu/ask>. Various ways to receive assistance with respect to using the libraries or finding resources.

Teaching Center, Broward Hall, 392-2010 or 392-6420. General study skills and tutoring.
<https://teachingcenter.ufl.edu/>.

Writing Studio, 302 Tigert Hall, 846-1138. Help brainstorming, formatting, and writing papers.
<https://writing.ufl.edu/writing-studio/>.

Student Complaints Campus: <https://care.dso.ufl.edu>.

On-Line Students Complaints: <http://www.distance.ufl.edu/student-complaint-process>.