Virtual Reality in Sport Project Launch Activities

This can be used as a student work sheet or a teacher run sheet for an initial VR project day and was developed by and should be attributed to Adrian Stenta, SEDA College South Australia.

Industry Role: Head of Marketing and Communication (students to undertake project as if they were in this role)

Driving Question: 'How can virtual reality be used to enhance stakeholder experience in sport?'

1. Click on the following link to take a behind the scenes VR experience of Anfield Stadium:
   https://pro.vrty.io/qiizxz/lfc-virtual-tour

2. Who might some possible '*stakeholders*' be within the context of a sporting club or organisation?

   List as many as you can:

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3. Pick one of the '*stakeholders*' above and detail what opportunities might be possible for them through the use of Virtual Reality technology.

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4. Use the chosen opportunity to create a pitch for your Virtual Reality project. The winning pitch will be given a grant to produce their project!

5. Use the '*VRTY Training Basic Overview*' and spend some time learning about Mars. Scan the QR code below on your mobile in Chrome or Safari and spend some time exploring and learning about Mars.

Open this link on your mobile in Chrome or Safari

6. Whilst exploring, list the following below about Mars:
   a. One 'Fun Fact':

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   b. One piece of information about 'Rovers':

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   c. One piece of information about the 'Perseverance Rover':

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   d. One number fact about the 'Spirit and Opportunity':

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8. Click on the 'My Projects' icon. Next, click on the 'First Journey to VRTY' project and experience it by clicking on the preview scene icon:

9. **Experience a Project** within the VRTY platform by clicking on the 'Stories' tab on the left.

   What project did you experience?

   _____

10. **Build your own Project** using the VRTY platform, following these steps:

    a. Click on the create a project icon

    b. Name the project and choose/upload a project logo

    c. Click 'Create'

    d. **PLAN PROJECT**:

       i. Create a 3-slide storyboard

       ii. Link the 3 scenes together (hover on the edge to highlight a grey border, click and drag the arrow across to the next scene)

       iii. Edit scene details (click on pencil   ) to include a name and picture

       iv. Preview the scene

    e. **ADD INTERACTION**:

       i. Place at least one interactive marker within each slide

       ii. Click on anchor to do this

       iii. Click on your scene where you want the marker to go

       iv. Complete details for the marker and then save

    f. **PUBLISH:**

i. Save your project as a draft

ii. Check within 'My Projects' to see if your project has been saved

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