Consumption to Creation: Coding VR/AR

Become Familiar with CoSpaces

- CoSpaces Website
- CoSpaces Gallery (see finished projects). Many of the highest quality projects tend to be created by CoSpaces Team, including the ones below:
  - [VR/AR] Parkour game
  - [VR/AR] Munich city tour
  - [VR/AR] AR/VR museum
  - [VR/AR] Treasure hunt
  - [VR/AR] Goldilocks and the 3 bears
  - [VR/AR] Ice skating game
  - [MERGE Cube (AR)] Doll House
  - [MERGE Cube (AR)] Solar System
  - [MERGE Cube (AR)] Music Box
  - [MERGE Cube (AR)] Aquarium
  - [MERGE Cube (AR)] Atoms

Learn the Basics

Create your own space!

- Add an environment.
- Add objects.
- Animate objects.
- Attach objects.
- Add speech or thought bubbles.
- Make objects move through the space (Examples: A person walking, a bird flying).
  - Traditional movement
  - Movement using paths
- Activate objects (make them do something) when clicked on.
- Activate objects (make them do something) when hovered over.
- Activate objects (make them do something) when they collide with other objects.
- Add music or sounds.
- Add additional scenes (like chapters in a book)

For Merge Cube: Basics of Merge Cube
Take your space to the next level!

Explore:
- Data
- Functions
- Adding your own 3D photo to CoSpaces
  - Taking photo
  - Uploading photo
- Adding images to CoSpaces
- Adding new 3D images to CoSpaces (including those designed by students in Tinkercad, for example)
- Coding with JavaScript
- Physics Mode
  - Intro
  - Coding
  - Control

Review the potential impact of CoSpaces on student learning

Explore:
- Sample coding portfolio guidelines
  - Student example 1
  - Student example 2
  - Student example 3
- Sample CoSpaces Rubric
- Daily reflection and goal setting form
- Lesson Plans

More CoSpaces Resources
- YouTube Channel
- CoSpaces Forum