

PROGRAM

Immersive Media and Collaborative Design



ORGANIZATION NAME

VRBuffalo

AVAILABLE FORMATS

- Performance
- Single Workshop
- Multi-Session Residency Workshop
- Field Trip

GRADE LEVELS

- Pre-K
- K – 2nd
- 3rd – 5th
- 6th – 8th
- 9th – 12th

MAX NUMBER OF PARTICIPANTS

In-Person: 15

PROGRAM LENGTH

60 minutes

PROGRAM DESCRIPTION

Participants will be introduced to Virtual Reality as a tool for creation. Tools to be used can be found on <http://vrbuffalo.org> and will be presented on the Oculus Quest 2 VR headsets of which 5 -8 will be present for any workshops. First a hands on demo to learn about the controllers and hand controls to familiarize and orient the users. Users will be taken on a journey through a variety of collaborative design tools used in industry for different applications such as (architecture, art, engineering, game design, product development, prototyping AR, and more). The goal is to show the power of the tools and how they are amplified when creating 3D content in shared space.

CURRICULUM STANDARDS

This program supports these NYS or Next Generation Learning Standards:

New York State Learning Standards:

- CCSS.MATH.CONTENT.6.RP.A.3.D - Use ratio reasoning to convert measurement units; manipulate and transform units appropriately when multiplying or dividing quantities.
- CCSS.MATH.CONTENT.6.G.A.2 - Find the volume of a right rectangular prism with fractional edge lengths by packing it with unit cubes of the appropriate unit fraction edge lengths, and show that the volume is the same as would be found by multiplying the edge lengths of the prism.
- CCSS.MATH.CONTENT.6.G.A.4 - Represent three-dimensional figures using nets made up of rectangles and triangles, and use the nets to find the surface area of these figures.

Contact Arts for Learning WNY for more information.
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A collaborative initiative of



Arts for Learning WNY

Inspiring, expand learning, and strengthen our community through engagement with the arts.

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EDUCATIONAL OBJECTIVES

1. Get all users familiar and comfortable with the interface.
2. Showcase and experiment with a variety of hands on creation tools.
3. Understand how these tools can lead to career opportunities in emerging fields.

LOGISTICS/EQUIPMENT

- One large screen to project one of the participating students and present some reference materials and video.

POST-PROGRAM ACTIVITIES & RESOURCES

Check out VRBuffalo Website for more:

- <http://vrbuffalo.org>



ORGANIZATION DESCRIPTION

VRBuffalo is bringing spatial computing and immersive content creation to participants across WNY. By helping people have purposeful and thoughtful experiences with XR tech we can help shine a light on career pathways and opportunities many of us are not aware of.



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