

Final Project Proposal Requirements

Each final project team will submit one abstract proposal that will include a summary of your project, your group's goals, and your plans for achieving those goals. Proposals should be typed and no more than a one (1) page front and back. Your proposals should include the following components:

- 1) Title of your project
- 2) Team members' names and netids.
- 3) Motivation and background: Why would this project be interesting from a VR perspective? What problem does it solve, or in general what does it contribute? What knowledge base or systems are you building on? What has been done previously on this topic?
- 4) Description: Describe the project and its methodologies. What are you going to do and how? Include software libraries or middleware, hardware, methods, analyses, and algorithms you intend on implementing or employing.
- 5) Deliverables: Write down the form of your results or how you will present them. What are your expectations?
- 6) Human Factors: Would the experience be a comfortable one? Which rules of the Oculus Best Practices Guide or other comfort guidelines from class would you be following? Which ones would you be breaking?
- 7) Write down three or four milestones, which correspond to completed parts of the project. Indicate when you intend to complete each part by (this schedule can be changed later on, but it should be realistic and you should stick to it as best you can).

Parts 3, 4, 5 and 6 should each be addressed in the form of a short paragraph (one for each part).

You should create a draft of your proposal and have it reviewed by a member of course staff during office hours at least once before turning it in on Compass.

Proposals will count for 5% of your overall project grade.