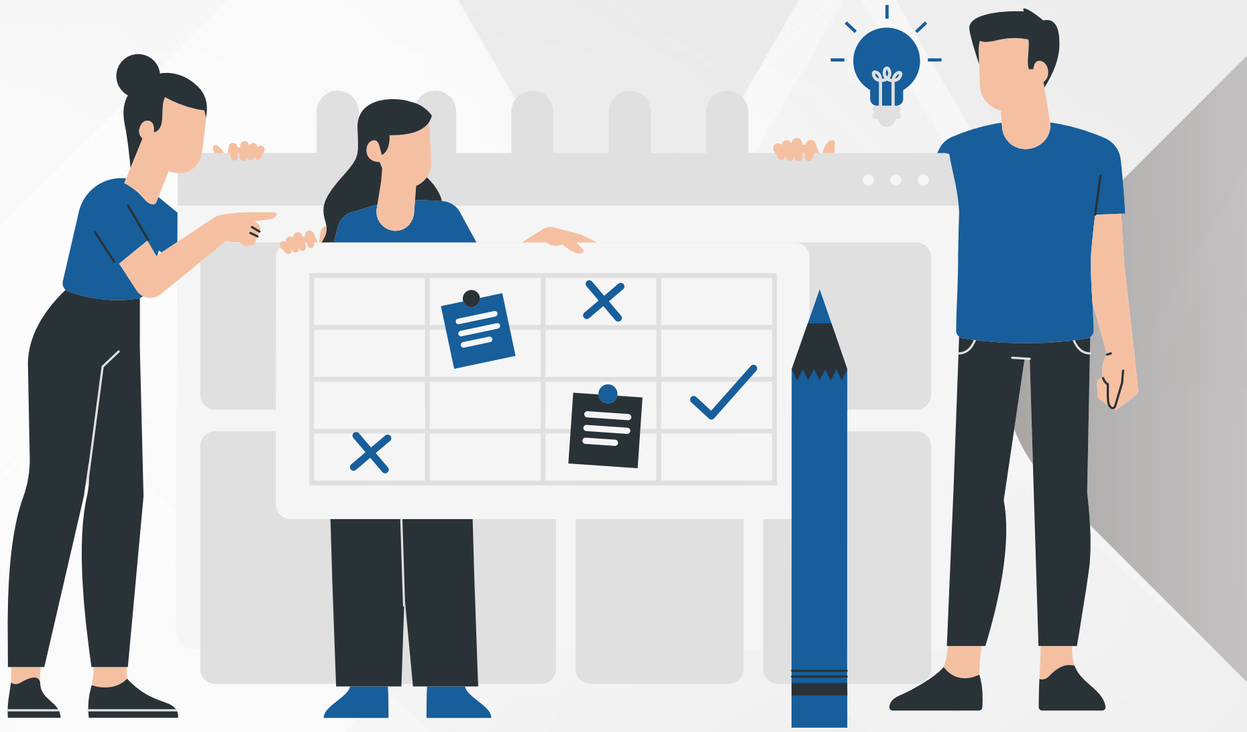
PROJECT THETA

Universitat de les Illes Balears



2022

Universitat de les Illes Balears

PLANNING

Please describe the division of work, the tasks leading to the production of the result and the applied methodology

particularly suitable for XR development Task 1.1: Evaluation of state of the art of XR, adaptation to education and particularly to Hospitality education and industry. Factors to consider: openness, quality, accessibility and scalability. (led by UIB, all participate) - Research design is the plan and structure of investigation so conceived as to obtain answers to the applicability of XR to e-learning. Task 1.2: Development of an XR meta-model for education. - Definition of the construction of templates for Digital Learning Spaces that can be instantiated to define templates of typical spaces in Hotels and Hospitality environments, e.g., front desk, lobby, rooms, suites, kitchen, restaurant, etc. - Determination of template examples by interviewing experts for template requirements and the use of cases from Hospitality education within the consortium. Task 1.3: Validation of templates. - Execution of usability tests of template examples via user quality evaluation from consortium experts. Performing research projects based on this (led by UIB, all participate). - Evaluation of scalability of the meta-model and the generation of templates for different Digital Learning Spaces styles, cultures and industries. A number of research projects will be carried to validate the design. Task 1.4: Reporting (Lead by UIB, all participate) - Research results will be reported in a timely, clear and concise format which serves the purpose of extending the use of XR to Higher Education Institutions, particularly in the field of Hospitality.

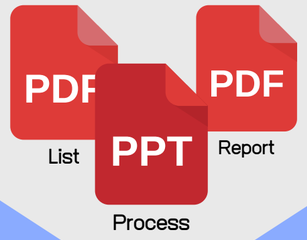
Universitat de les Illes Balears

PLANNING

Task 1.1

Exploration

27 Tools



Task 1.2

Workshop

First Template

Refine

4 templates

Task 1.3

Validation of templates

Internal

Scalability evaluation

Task 1.4

Reporting

Feedback.

Finished

IO2

Universitat de les Illes Balears

TASK 1.1

	Project Task	Subtask	SubTask Team	Task breakdown	Condition	Days	Result	Blending	Deliverable	Date	Days Left	Scope of re
1.1	Evaluation of state of the art of XR, adaptation to education and particularly to Hospitality education and industry.(led by UIB, all participate) - Research design is the plan and structure of investigation so conceived as to obtain answers to the applicability of XR to e-learning.	1.1.1 Search Tech.	Carlos Juiz Belen Bermejo David Cortés Che Govender	a) Search Solution AR/VR.	OK	3	List of technologies with or without relation to the project.	Analysis of the need, based on the results.	1 PDF with: List of technologies with possible solution.	13/04/2022	Past	100%
				b) Search Solution E-learning AR/VR.	OK	4						
				c) Write results.	OK	3			1 Excel with: List of technologies with characteristics and evaluation regarding the project.			
		1.1.2 Identify features.	Carlos Juiz Belen Bermejo David Cortés Che Govender	a) Enter each technology.	OK	3	Know the characteristics of the technologies.					
				b) Check functionality.	OK	5						
				c) Write Features.	OK	4						
		1.1.3 Depuration and Analyze.	Carlos Juiz Belen Bermejo David Cortés Che Govender	a) Debug featureless technologies.	OK	3	List of technologies applicable to the project, qualified.		1 Presentation with: Procedure, Result and Graphs.			
				b) Evaluate the resulting technologies.	OK	4						
				c) Technology analysis.	OK	4						
		1.1.4 Selection and Recommendation.	Carlos Juiz Belen Bermejo David Cortés Che Govender	a) Selection of matching solutions.	OK	3	Recommended tool/tools based on an evaluation criterion.					
				b) Recommendation of a technology.	OK	4			1 Report closing task 1.1			
				c) Socialization and feedback.	OK	10						

Universitat de les Illes Balears

TASK 1.1

DELIVERABLES

List

Process

27 Tools

Report

1 Knowing the Ingredients

Universitat de les Illes Balears

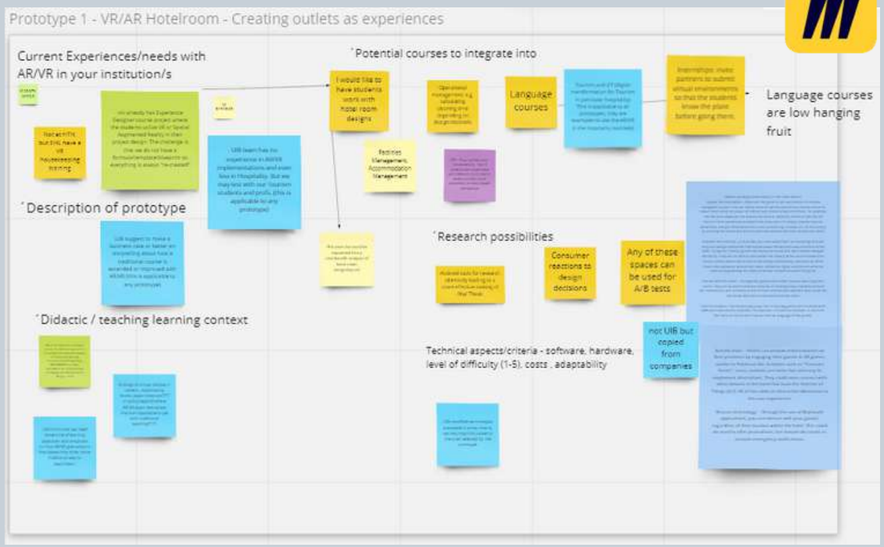
TASK 1.2

	Project Task	Subtask	SubTask Team	Task breakdown	Condition	Days	Result	Blending	Deliverable	Date	Days Left	Scope of res
1.2	Development of an XR meta-model for education. - Definition of the construction of templates for Digital Learning Spaces that can be instantiated to define templates of typical spaces in Hotels and Hospitality environments, e.g., front desk, lobby, rooms, suites, kitchen, restaurant, etc. - Determination of template examples by interviewing experts for template requirements and the use of cases from Hospitality education within the consortium.	1.2.1 Knowing the case studies.	Menno de Vos Pasi Tuominen Che Govender Jennie Hussey Daniel King Colin O'Connor	a) Workshop	OK	3	Initial Requirements/Alignment Tech-Pedagogy/ Didactical framework Vision	Adjustment of results based on requirements.	Learning Spaces Conceptual Model	25/06/2022	Past	100%
		1.2.2 Building a first environment.	Carlos Juiz Belen Bermejo David Cortés	a) Building First Template	OK	21	First idea of scope of the objectives.		1 PDF with: 4 Template.			
				b) Asset development.	OK	21						
				c) Asset assembly.	OK	3	Assets and a template.					
				d) Instantiate the assets in the tool/tools	OK	1						
		1.2.3 Refine the Job.	Menno de Vos Pasi Tuominen Che Govender Jennie Hussey Daniel King Colin O'Connor	a) technical knowledge	OK	3	refined environment.					
				b) expert opinion meeting Amsterdam or Teams	OK	3						
				c) adjustment, meeting	OK	3	Evaluation initial.		4 videos of the templates.			
		1.2.4 Templates and explanations.	Menno de Vos Pasi Tuominen Che Govender Jennie Hussey Daniel King Colin O'Connor	a) Design of 4 templates.	OK	5	Templates.					
				b) .Create and load the 4 templates	OK	35						

Universitat de les Illes Balears

WAY

TASK 1.2.1



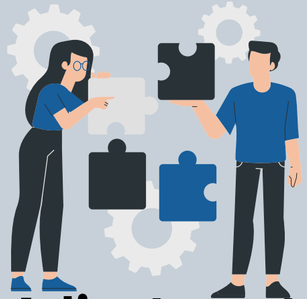
TASK 1.2.2

First Template

TASK 1.2.3

Refinement

Expert opinion meeting amsterdam



Adjustment

TASK 1.2.4

Creation 4 Templates

Universitat de les Illes Balears

TASK 1.2
TEMPLATES

Universitat de les Illes Balears

TASK 1.2

DELIVERABLES

RECIPE

TEMPLATES VIDEO

TASK 1.2

READING

PPT
RECIPE

VIDEO

MP4 T.1

MP4 T.2

MP4 T.3

MP4 T.4

STEPS TO CREATE
Material to Download

HOTEL COFFEE

INGREDIENTS	COOK
1. Platform fectar 1. Objects Machine Coffee 1. Contents Video Hologram Image 1. Buttons Red Green	1. Open Fectar https://www.fectar.com / 1. Create a new space 2. Load the objects 3. Load the Contents

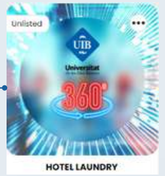
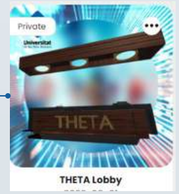
HOTEL LAUNDRY

INGREDIENTS	COOK
1. Platform fectar 1. Images 360 2. Buttons Places	1. Open Fectar https://www.fectar.com / 1. Create a new space 2. Load Images 360 3. Configure buttons

HOTEL ROOM

INGREDIENTS	COOK
1. Platform fectar 1. Assetbundle PackUnityFectar	1. Open Fectar https://www.fectar.com / 1. Create a new space 2. New Spot - 3D Models - Unity 3D 3. Load the Assetbundle

LOBY THETA

INGREDIENTS	COOK
1. Platform fectar 1. Objects List Object 3D* 1. Contents ◦ hologram ◦ video ◦ images ◦ video 360 ◦ Link PDF	1. Open Fectar https://www.fectar.com / 1. Create a new space 2. Load the objects 3. Load the Contents You can change the content for the material of your class

FUNCTIONAL TEMPLATE