

**Project name:** Boost your imagination - VR and AR education with Unreal Engine

**website:** <https://www.instytutwyobrazni.pl/wirtualna-rzeczywistosc.html>

**project video:** <https://youtu.be/CwZIC4oJTVI>

**link to project build:** <https://www.instytutwyobrazni.pl/%2035,%20mega-grant.html>

**describe your project:**

The main task of our present project is to inspire young people and boost their creativity by VR experience. With our help they can learn how to create their own worlds and games for virtual reality. To make it possible we use Unreal Engine 4.

VR courses have been working since early 2019. We teach students and pupils from the age of eleven. We conduct lessons both in Polish and English. The program we propose makes programming easy, satisfying and fun. What is more, it opens big possibilities for their future work.

We think that practical classes are crucial to make students involved.

On every particular lesson, students build new projects with new functions, and then can experience the effects with VR devices.

- VR classes program:  
<https://www.instytutwyobrazni.pl/download/VR-classes-program.pdf>
- Video from particular class:  
<https://youtu.be/5tcAJZtV2M8>

**Describe your next steps and plans to develop your project:**

Our next steps and plans:

- Extend offer with an AR course.
- Improve the quality of classes by additional equipment (by now, two devices are used by four people during classes)
- Make VR and AR courses available online (also in English) where owners of devices could participate.

**How you plan to use your funds:**

Estimated sums and costs: 31 248 \$

Hardware:

- 4 x 2295 \$ - AR devices - Magic Leap One hardware (to extend offer with an AR course)
- 2 x 789 \$ - VR devices - VIVE pro (to improve the quality of classes - by now, two devices are used by four students during classes)

- 4 x 412 \$ - VR devices - Oculus Quest 2 (to operate on different platforms, and use wireless possibilities)
- 4 x 79 \$ - Oculus Link Cable (to provide testing projects during classes)
- 4 x 1578 \$ - Computers (to operate better devices such as VIVE/Oculus)

Research and developments:

- 3965 \$ - Creating AR beginner course
- 1895 \$ - Improvements of website (for online registration, and English language access)
- 2 x 3177 \$ - Converting VR and AR courses content into tutorials