

AVRN April 16 Meetup at SpaceCubed - Keynote Notes

- **VR and AR at UWA and Curtin**
 - [LiVR logo]
 - Dominic Manley
 - Notes:
 - Hello I'm Dominic Manley. I'm a founding organiser of an initiative called AVRIL which accelerates VR, AR (and Mixed Reality) projects in academia and research.
 - I'm also a consultant Technical Manager for a company, DSBS, specialising in mobile technologies (native iOS and Android apps), as well as VR and AR. I've got about 20 years IT experience, working in both public and private sectors, here in Australia and in the UK.
- **AVRIL**
 - "Augmented and Virtual Reality Labs"
 - Started at UWA in October 2015
 - Education Futures, Centre for Learning Technology (CLT), IVEC, Pawsey Supercomputing, Reid Library
 - <http://blogs.uwa.edu.au/avr/>
 - Exploring Curtin...
 - The HIVE, Education School, Learning Futures (CLT), Curtin Library
 - Notes:
 - Officially started in October 2015 with our first event (Adam was there) but was working towards that for a long time (since Oculus Kickstarters)
 - Been experimenting with the technologies, exploring the potential, waiting for more uptake, frustrating times really... happy they're over!
- **What AVRIL Does**
 - Accelerates VR and AR in academia and research
 - Provides strategic advise
 - Connects knowledge and skills to projects
 - Manages projects, develops our own
 - Provides engaging student experiences
 - Organise training workshops
 - Prevent disruption
 - One day... an Aperture Labs style lab for developing :)
 - Notes:
 - Advise to faculties, professors, students
 - Help the institutes we will represent achieve their strategic goals
 - Outreach, distance learning, foreign students
 - Avoid disruption (Virtual Schools!)... be *proactive*, not reactive
- **Events**
 - [Photos]
 - Notes:
 - Held six events and workshops to date
 - Some have had 60-70 attendees
 - Most are open to everyone (including AVRN members)
 - Some occasionally inward focusing
 - You can signup for newsletters on the website so you know about them (or come see me, drop your business card off).

- We've not branched out to social media yet
 - Want to do it right and bit too busy with other things right now
- **Project highlights**
 - VPC [video]
 - Speak & Seek
 - Gaming references (Keep Talking and Nobody Dies)
 - UWA Library Virtual Gallery
 - Teacher Parent Training Simulator
 - Kings Park Honours Avenues
 - Constable Care Road Safety School (DSBS)
 - Calico VR
 - Notes:
 - Developed with Unity, Vuforia
 - Target Cardboard (cheap, affordable for classroom)
 - Production methods... prototype (\$15k) -> version 1.0 (\$45k) -> ...
- **Industry/trends**
 - Recent increase in interest
 - More funding opportunities
 - Too much work and opportunity to handle
 - Looking for project managers and developers who can commit
 - Still early days...
 - Long road ahead
 - Dependent on the hardware evolving, miniaturising
 - Still too expensive
 - Mobile needs spatial awareness!!!
 - What's Apple doing?
 - Slightly skeptical about AR (so difficult)
- **Festival of Learning next Wednesday at Curtin**
 - Come along, meet some of the team!