

Submit Grant Proposal | VR@Illinois

Submitted by:

09/12/2019 12:26:40 P.M.

1. Name

Laura Shackelford

2. Email

lshacke@illinois.edu

3. Your Status

Faculty

4. Your Department

Anthropology

5. Provide a brief summary of the VR/AR project that would be funded by this grant proposal

In an effort to increase the accessibility of archaeological field instruction, we have developed an archaeology course that delivers instruction through virtual reality and game-based learning (Anth 399: Virtual Archaeology). The class allows for complete immersion in an experimental environment and activities, which encourages student participation and decision making. The class is currently running, and I request funding for a graduate and undergraduate student to help maintain, create, and update content throughout the semester. The current iteration of the course has been expanded from its original creation to include a more expansive archaeology curriculum and lab-based activities. We are simultaneously investigating the best method for allowing instruction at different skill levels and in different subject areas with minimal programmatic changes to the basic VR design. In particular, these lab-based activities provide the opportunity for expansion into additional subject areas.

6. How much funding are you requesting?

\$12800

7. Provide a brief preliminary budget of how the funds would be used

1 graduate salary at \$25/hour, 20 hours/week for the 16-week semester (\$8000) 1 undergraduate salary at \$15/hour, 20 hours/week for the 16-week semester (\$4800) Total budget: \$12800

8. Describe the anticipated outcomes of your project.

This course will be submitted to the university to be considered as a permanent Anthropology course that satisfies Gen Ed requirements. In addition, we are expanding parts of this project to increase the number of VR classes offered through Anthropology, and we are currently writing an additional NSF grant to fund the expansion of this project to include VR development for wheelchair users.

9. What is the proposed timeline for your VR project?

Fall 2019

10. Additional information

Additional information about the project can be found at www.vrchaeology.com.