Creating Virtual Reality Tutorials for High School and Undergraduate Geoscience Education

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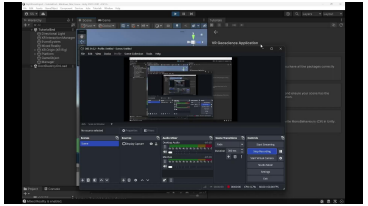
https://shorturl.at/4pOdQ

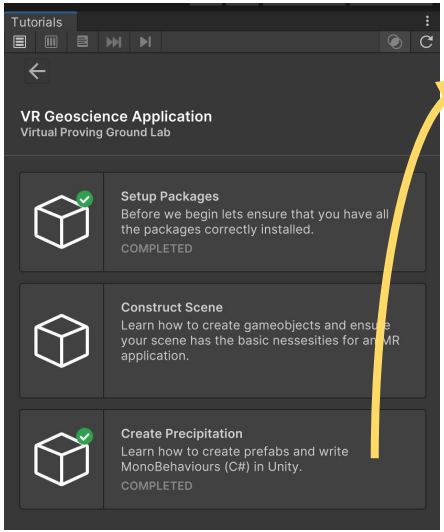
Objective

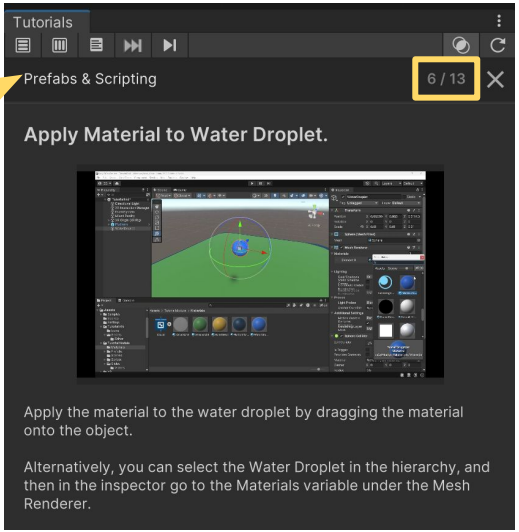
Create a virtual reality tutorial that teaches creating a geoscience educational module, setting the Water Cycle MR module for example.

Methodology

The tutorial has steps to develop the Water Cycle MR module. The tutorial is written with the Unity Tutorial Authoring Package. Each step is a Scriptable Object containing written instructions, embedded video clips, and interactive Unity elements.







Results

- A tutorial module embedded inside Unity for easy accessibility.
- Created instructional content for prefab creation, scripting, and scene management.
- Exported as a Unity Package compatible with Unity 2022.x

Future Work

- Implement logic to notify the user when a step is completed.
- Visually highlight key UI elements and actions in each embedded video.