

## Students as Co-Creators Project Application Form

Thank you for considering applying for a Students as Co-Creators project. Please answer **all** of the questions in the application form and email it to [studentpartnership@westminster.ac.uk](mailto:studentpartnership@westminster.ac.uk) by the **13<sup>th</sup> February 2019**.

### 1) The Project Team

Student partner 1:

Student number:

Email:

College/School: University of Westminster, College of Design, Creative and Digital Industries

Course and year/level of study: Bsc Computer Science, year 4

Student partner 2:

Student number:

Email:

College/School: University of Westminster, College of Design, Creative and Digital Industries

Course and year/level of study: Bsc Computer Science, year 4

Student partner 3:

Student number:

Email:

College/School: University of Westminster, College of Design, Creative and Digital Industries

Course and year/level of study: Bsc Computer Science, year 4

Academic partner:

Email:

College/School: University of Westminster, College of Design, Creative and Digital Industries

## 2) Research Topic

- a) What is your research question? Be specific and write this as a question. Your answer may include more than one question.

We propose a 360 photographic campus tour on the web\* to improve current and prospective student experience\*\* as well as University reputation.

RQ:

Will current students find a virtual campus tour improves their student experience?  
Will prospective students find a virtual campus tour to help their choice of university?  
Will stakeholders find that a virtual campus tour improves the university reputation?

\*Based on 360 Images delivered on the web in Google Streetview/Earth/Maps/VR on mobile devices and the university website

\*\*Impact to be evaluated using qualitative feedback on prospective student choosing a university, taking introductory tours, virtual engagement/outreach that is persistent between events, and engaging with other campuses.

- b) What are the aims of your research? Tell us specifically what your team wishes to discover in the process of undertaking the project.

Our aim is to improve current and prospective student experience, as well as University reputation, by offering an online virtual campus composed of 360 images.

We believe this will help current students and lecturers, as well as the general public, to explore our facilities and demonstrate what each campus has to offer in a very intuitive and user friendly interface on a public platform. This project contributes to an outstanding student experience in navigating physical spaces digitally. It will enhance university reputation and profile as it is to be published on Google Maps/Streetview/Earth.

As our university is diverse, delivering a project that offers virtual tours and presentations of the university features is going to increase the accessibility for the oversea students and staff.

We are aware that another potential SCC team is applying to work on a VR tour of the 5<sup>th</sup> floor of Clipstone. Our work is different than theirs because they are 3D modelling for Virtual Reality platforms, while we are offering a 360 photographic view of the University (starting with Cavendish). Our work can be complementary to their project, as we can provide necessary textures and solutions for their problems, and they can share models. This has been discussed and agreed by the lecturers.

### 3) Research Impact

- a) Why is this research project important for you and other students at Westminster?

Our research project will significantly expand the University's knowledge base around development and use of 360 filming and virtual tours to engage and enhance user experience. This has direct application and use in industry, and is a task that mirrors and works with current commercial applications and tasks, and will provide cross development opportunities with the University VR tour.

From the finished product, the University will benefit from enhanced current student experience, knowledge exchange and communication between schools and campuses, improved and persistent outreach to prospective students at low cost and effort, and gain an enhanced international and commercial reputation. This product delivers value for money, and sustainable practices by enhancing or replacing current physical tours.

- b) How do you propose to communicate the outcomes of your project (e.g. blogs, websites, posters, booklet, video, podcast) and share your final findings?

As it requires multiple steps to make a product, we will make both video and written presentations which later will be shared to computer science based blogs, University Sharepoint, University Blackboard, University XRLab website, and University Youtube channel. The end product will be promoted on all social media and be the subject of press releases if desired.

- c) Describe the key methodologies you will use to achieve the aims of your research. Tell us specifically how your team will find answers to your research questions.

To create the product we are going to use a 360 degree camera from the XRLab, and Google Maps Api to build a Google street view compatible web presence suitable for all platforms including the VR.

We will evaluate its effectiveness by using light touch feedback such as google forms, web embedded emoticon feedback based on likert scales, and open day direct feedback.

In this task we will be supported by the University's XRLab and Outreach organisations.

#### 4) Project Management

- a) Please confirm a team meeting has taken place with all the Partners listed on this application form to discuss the project and the application, and that you have all referred to the 'Westminster Co-Creators Principles'. List the names of those present at the meeting and the date of the meeting:

To date there have been three meetings of the 360 team.

- b) How will the Partners in your team communicate to manage the project and share its workload?

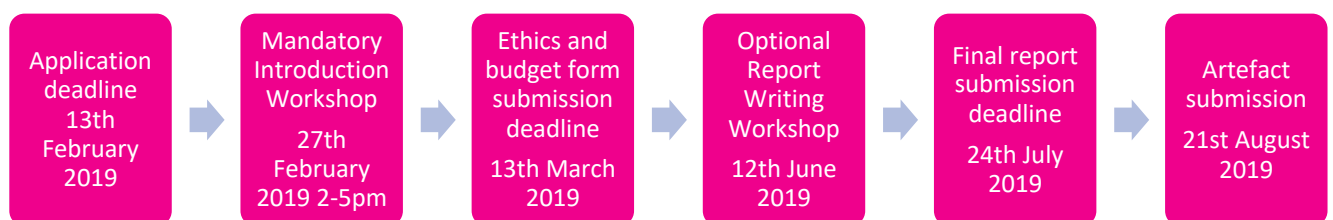
My team is going to use the already provided services: Panopto, Google Drive, Google Documents.

Please email your application form to [Studentpartnership@westminster.ac.uk](mailto:Studentpartnership@westminster.ac.uk) by the 13<sup>th</sup> February 2019.

#### Next Steps

A student and staff selection panel will meet on the 20<sup>th</sup> February to assess the applications. You will receive the outcome of your application via email by the 23<sup>rd</sup> February. If your application is successful, your team will be required to attend a **mandatory introduction workshop** on **27<sup>th</sup> February 2019, 2-5pm**.

#### Cycle 2 Timeline



For further information and guidance on completing your project submission please contact:

**Moonisah Bajwa Usman**

Student Partnership Projects Co-ordinator, Centre for Teaching Innovation

M.Usman@westminster.ac.uk