TRAINING IN THE CREATION OF VIRTUAL REALITY APPLICATIONS
AND
VIRTUAL REALITY APPLICATION COMPETITION

Theme:

"Pedagogy and Francophonie in virtual reality"

I. CALL FOR PARTICIPATION

AUF Asia-Pacific is calling for participants for a specialized program in virtual reality (VR).

Benefits as part of this program:

- **Free training** in VR application development.
- As an extension of this training, a VR application-editing **competition** , "La Francophonie in Virtual Reality", will be held.

Objectives:

The objectives of this program are to:

- Raise awareness of new technologies among young people.
- Encourage the application of new technologies in education.
- Promote a more dynamic, modern and attractive approach in pedagogy.

Calendar :

The program consists of five (05) phases:

- Phase 1 - Registration: **July 22 to August 08**
- Phase 2 – Eligible participants announcement: **August 12**
- Phase 3 - Pre-training (online) - general presentation of the course and necessary preparation for the training: **August 15 (from 7:30 to 8:30 pm, Hanoi time)**

- ○ Phase 4 - Training (online): **scheduled from August 22 to October 10,** 2 sessions/week every Monday and Thursday, **from 7:30pm to 9:00pm** (Hanoi time).
- ○ Phase 5 - Competition - presentation of the best projects: **planned for mid-October**.

The training courses and the competition will take place as described below.

II. TRAINING IN RV APPLICATION ASSEMBLY

Presentation:

- **Content**: **Online** training on how to build VR applications using Unity 3D and Unity XR Interaction Toolkit. (The training platform will be announced to participants by email in a later date).
- **Training schedule: from August 22 to October 10,** 2 sessions/week every Monday and Thursday, **from 7:30 pm to 9:00 pm** (Hanoi time).
- **Language**: The language of instruction is **English**. Supporting documents will be available in **French**. If all participants are French-based, the language used will be **French**.

Terms and Conditions of Participation:

- Participants must complete the the registration form.
- **Students from institutions of AUF membership** in the Asia-Pacific region are eligible for this training.
- Participants must **have a VR headset** (e.g. Oculus Quest) to install and test their application. In Hanoi, Vientiane, Phnom-Penh and Ho Chi Minh City, those who do not own a headset will have the choice to borrow one at the CNF/CEF and work on site. (To learn more about our CNF/CEF centers, go to: https://www.auf.org/asie-pacifique/nos-implantations/)

III. RV APPLICATION CONTEST: "LA FRANCOPHONIE EN RÉALITÉ VIRTUEL". (only available for the participants of the training)

A competition for one best project will be organized at the end of the training.

How to participate: Participants must specify on the registration page **if they wish to participate in the final competition** with the application they will have built by the end of the training. The teams will present their projects in **French**. Therefore, **at least one member of the team must be French-speaking**.

Price :

- **First prize**: 3 Samsung Galaxy Tab A6 64GB
- **Second prize:** 3 x 5 gen 11 Reader
- Each participant will receive a certificate of participation issued by the AUF.

Selection criteria for participants:

The number of participants is **limited to 50**. If the number of registrations exceeds 50, priority will be given to group registrations and French-speaking participants.

The relevance of the application proposed ra by each group is a key selection criterion in the review of the files.

Contacts :

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Virtual reality (VR) is a technology that allows a person to be immersed in an artificial world created digitally. It can be a reproduction of the real world or a completely imaginary universe. The experience is visual, auditory and, in some cases, haptic with the production of a feedback effect. When the person is equipped with the appropriate interfaces, such as gloves or clothing, he or she can then experience certain sensations related to touch or certain actions (blow, impact...).

> *Education, training/simulation, tourism, architects, ... so many different fields that move away from its primary function which is entertainment.*