

Virtual Reality Presentation

This will be the final assessment for Digital Arts. You will choose one of the prompts below and create a short presentation for the class.

Question 1:

Now it is time for you to put on your creative hat and envision ways that VR might be used in the future. We've looked at a few already. But do you foresee other applications once the technology improves?

OR

Question 2:

Consider the moral and ethical implications of a world in which VR is pervasive. Do you think this would ultimately be a force for good or evil in society?

Rules

- Teams of two: Presentations should be 6-8 minutes.
- Individuals: Presentations should be 3-4 minutes
- Presentations must:
 - SHOW (not just tell)
 - Use PowerPoint, Keynote or Prezi
 - Include at least one original graphic
 - Utilize good design principles
 - Show creativity
 - Inform viewers
 - Help visually explain your topic and provide examples

Name: _____ Score: _____

Oral Presentation Rubric

	4—Excellent	3—Good	2—Fair	1—Needs Improvement
Delivery	<ul style="list-style-type: none"> Holds attention of entire audience with the use of direct eye contact, seldom looking at notes Speaks with fluctuation in volume and inflection to maintain audience interest and emphasize key points 	<ul style="list-style-type: none"> Consistent use of direct eye contact with audience, but still returns to notes Speaks with satisfactory variation of volume and inflection 	<ul style="list-style-type: none"> Displays minimal eye contact with audience, while reading mostly from the notes Speaks in uneven volume with little or no inflection 	<ul style="list-style-type: none"> Holds no eye contact with audience, as entire report is read from notes Speaks in low volume and/or monotonous tone, which causes audience to disengage
Content/ Organization	<ul style="list-style-type: none"> Demonstrates full knowledge by answering all class questions with explanations and elaboration Provides clear purpose and subject; pertinent examples, facts, and/or statistics; supports conclusions/ideas with evidence 	<ul style="list-style-type: none"> Is at ease with expected answers to all questions, without elaboration Has somewhat clear purpose and subject; some examples, facts, and/or statistics that support the subject; includes some data or evidence that supports conclusions 	<ul style="list-style-type: none"> Is uncomfortable with information and is able to answer only rudimentary questions Attempts to define purpose and subject; provides weak examples, facts, and/or statistics, which do not adequately support the subject; includes very thin data or evidence 	<ul style="list-style-type: none"> Does not have grasp of information and cannot answer questions about subject Does not clearly define subject and purpose; provides weak or no support of subject; gives insufficient support for ideas or conclusions
Enthusiasm/ Audience Awareness	<ul style="list-style-type: none"> Demonstrates strong enthusiasm about topic during entire presentation Significantly increases audience understanding and knowledge of topic; convinces an audience to recognize the validity and importance of the subject 	<ul style="list-style-type: none"> Shows some enthusiastic feelings about topic Raises audience understanding and awareness of most points 	<ul style="list-style-type: none"> Shows little or mixed feelings about the topic being presented Raises audience understanding and knowledge of some points 	<ul style="list-style-type: none"> Shows no interest in topic presented Fails to increase audience understanding of knowledge of topic
Comments				