

Simulation Proposal Assignment

Planning Interactive Training Tools with Real or Simulated Clients

Overview

- In this assignment, students propose an (XR) training simulation project based on a real or simulated client request. The assignment is designed to build early-stage project planning skills and align team ideas with client needs. The proposal lays the foundation for later development milestones.

Learning Objectives

- Identify and analyze stakeholder needs for an (XR) simulation.
- Define goals, environment, and interactivity for a client-requested prototype.
- Apply project management tools such as Statement of Work (SOW) and timeline planning.
- Collaborate in a team to produce a client-facing proposal.
- Clearly identify the target learners and any sensitivities in the training context.

Client Request and Scenario

You will be presented with a project request by a real or simulated client. The client describes a real-world training challenge or process they would like transformed into an (XR) simulation. Your proposal should reflect the client's needs as interpreted by your team and clarify the feasibility of the project within the given timeframe.

Proposal Structure

Your proposal should include the following sections. Use professional formatting (headings, bullet points, subheadings, diagrams if needed).

1. Problem Statement

- Describe the client's need.
- Define the training or educational problem to be solved.
- Identify the target learners (e.g., novice technicians, engineering students) and any factors that might make this audience vulnerable or the topic sensitive (e.g., safety risk, health-related content). Briefly note how this may affect your design.

2. Project Goals

- What will your simulation teach or train?
- What should users be able to do after completing it?
- List any initial standards, procedures, manuals, or subject matter experts you expect to consult when refining these goals (e.g., safety guidelines, course materials, institutional policies).

3. (XR) Scene Description

- Describe the user's environment, interaction types, and interface features.

4. Technology Constraints

- What (XR) hardware and software will you use (e.g., Unity, Meta Quest)?
- Are there technical limitations to consider?

5. Milestones and Timeline

- Break the project into development phases (e.g., prototype, first playable, playtest, deliverable).

- Include approximate dates and team roles.

6. Team Roles

- Identify the primary role(s) for each team member. Example roles include:
 - o Client liaison / project manager (coordinates with client and instructor; tracks milestones).
 - o Lead programmer (implements core interaction logic and integration).
 - o Interaction or UI designer (focuses on user flow, interaction patterns, and usability).
 - o Art / audio / environment lead (creates or sources visual and audio assets).
 - o Documentation / GDD lead (maintains the Game Design Document and proposal updates).
- You may combine or rotate roles as long as responsibilities are clearly assigned.

7. Statement of Work (SOW)

- Clearly define what will be delivered and by when.
- Make it professional and realistic.

8. Questions for Client

- List 3–5 questions to clarify your design direction, content accuracy, or learner needs.