

Goals of the Virtual Reality & 3D Applications class at BCLUW include:

1. To complete 3D and/or VR projects that have personal and educational relevance/importance
2. To effectively demonstrate 21st century and related technology skills, specifically:
 - * critical thinking and problem solving
 - * collaboration across networks and leading by influence
 - * adaptability
 - * initiative and entrepreneurship
 - * oral and written communication
 - * accessing and analyzing information
 - * curiosity and imagination
3. Apply math, science, and design concepts within the context of a high-end 3D graphics and animation program.
4. To learn skills that can be transferable to a growing high-tech industry in Iowa, along with learning more about specific business and industry that utilize 3D / virtual reality applications.

This program also directly addresses the following Iowa Core Curriculum outcomes in the technology literacy area:

- * Demonstrate creative thinking, construct knowledge, and develop innovative products and processes using technology.
- * Use digital media and environments to communicate and work collaboratively, including at a distance, to support individual learning and contribute to the learning of others.
- * Apply digital tools to gather, evaluate and use information.
- * Demonstrate critical thinking skills using appropriate tools and resources to plan and conduct research, manage projects, solve problems and make informed decisions.
- * Demonstrate a sound understanding of technology concepts, systems and operations.