QESS - Quarterly Progress News Update

Newsletter #1 01.12.2020 - 31.05.2021

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

December 2020

- ✓ **01.09.2020 01.12.2021** Liaison with various stakeholders in HSUHK, HKU Space, CHCHE and HKU in preparing for the project, e.g. recruitment, content management, subject matter experts invitation, etc.
- ✓ **07.12.2021** First kick-off meeting of Project Management Team.
- √ 15.12.2021 Started to recruit project manager, project analysts, multimedia designers and programmers.
- ✓ 22.12.2021 Identification of academic modules for applying three VR development themes Heritage, Logistics and Journalism.



January 2021

- ✓ **04.01.2021** First kick-off meeting on Heritage VR Development Team.
- ✓ **08.01.2021** Project Manager onboard.
- ✓ **18.01.2021** First kick-off meeting on Logistics VR Development Team.
- ✓ 20.01.2021 Evaluation on CAVE specifications of three institutions for hardware and software upgrade and alignment.



February 2021

- ✓ **18.02.2021** Subject Matter Experts invitation on three VR themes Heritage, Logistics and Journalism.
- ✓ **23.02.2021** Meeting and Site Visit in DHL Express Service Centre.
- ✓ **25.02.2021** Data collection and content development on Sichuan earthquake for Journalism VR.
- **26.02.2021** − Content development on Heritage VR − Tiger Balm Garden.



What's next? Content development on Heritage, Logistics and Journalism VR; Multiple VR Systems Cooperation Development; Collection of Tiger Balm Garden photos from AMO.



















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Newsletter #1

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights March 2021

- ✓ **01.03.2021** VR Programmer of CHCHE onboard.
- ✓ **08.03.2021** Process flow mapping and derivation of incident handling cases of X-ray screening and DG related operations in DHL Express.
- ✓ 09.03.2021 Visit to Antiquities and Monuments Office in exploring photos and information about Haw Par Mansion and Tiger Balm Garden.
- ✓ **19.03.2021** First meeting with representative, Mr. Roger Wu, Haw Par Music at Haw Par Mansion.
- ✓ **25.03.2021** Conduct 3D Modelling on Pagoda Tower and Haw Par Mansion.
- ✓ **28.03.2021** Selection and review on potential sculpture for scanning and drawing.



April 2021

- ✓ **07.04.2021** Multimedia designer of CHCHE onboard.
- ✓ 12.04.2021 Developed three incident cases on DG handling for Logistics VR.
- ✓ **19.04.2021** Obtained drawings and resource kit from Architecture Service Department of HKSAR.



May 2021

- ✓ **03.05.2021** First demonstration of VR 3D modelling on Tiger Balm Garden by the project development team.
- ✓ **10.05.2021** Group visit to Tiger Balm Garden, Haw Par Mansion and Haw Par Music.
- ✓ **17.05.2021** Project Analyst of CHCHE onboard.
- ✓ 18.05.2021 Trial on cooperative functionalities on multiple CAVE and VR systems.
- ✓ **25.05.2021** Site visit and meeting with Kerry Freight in Kerry Logistics Cargo Centre
- **26.05.2021** Journalism VR Meeting and Brainstorming Session



What's next? 3D Modelling on Tiger Balm Garden; Content development on three themes in heritage, Sichuan Earthquake and logistics DG Handling; Further functionality testing VR systems cooperation.























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Newsletter #3 01.06.2021 - 31.08.2021

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

June 2021

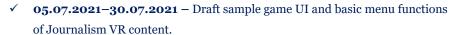
- √ 07.06.2021 Journalism VR Meeting, Heritage VR Meeting, Logistics VR
 Meeting with subject matter experts.
- ✓ **21.06.2021** Project management meeting.
- ✓ **22.06.2021** Requirement collection with subject matter experts of journalism VR.



July 2021

- ✓ **01.07.2021 23.07.2021 –** Develop journalism VR storyboards.
- ✓ 02.07.2021 Logistics VR team visit DHL Service Center for material collection.



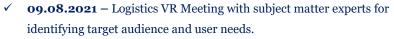




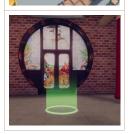


August 2021

- ✓ **02.08.2021 20.08.2021 –** Develop heritage VR storyboard.
- ✓ **05.08.2021**−**31.08.2021** − Draft sample game UI and basic menu functions of heritage VR content.



- ✓ **23.08.2021** Programmer of HKUSPACE onboard.
- **27.08.2021** − Votantic XR workshop at the University of Hong Kong



What's next? Create prototype of the VR environment. Research for 3D model references. Set up checkpoints in each content.



















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Newsletter #4 01.09.2021 - 30.11.2021

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

September 2021

- ✓ **01.09.2021** Journalism VR meeting with subject matter experts.
- ✓ **14.09.21** Logistics VR meeting with subject matters experts.
- ✓ **15.09.2021** Project management meeting.
- ✓ **20.9.2021** Development team conduct a lidar scanning on interior of Haw Par Mansion.
- ✓ **28.09.21** Logistics VR meeting with subject matters experts.



October 2021

- ✓ **11.10.2021** Multimedia designer of HKU Space onboard.
- ✓ **12.10.2021** Logistics VR meeting with subject matters experts.
- ✓ **18.10.2021** Testing on connectivity and stability of multiple VR devices for conducting collaborative learning in VR platform.
- ✓ **22.10.2021** Logistics VR team VR CAVE site visit.
- ✓ **26.10.2021** Logistics VR meeting with subject matters experts.



November 2021

- ✓ **09.11.2021** Logistics VR meeting with subject matter experts.
- ✓ **12.11.2021** Interview subject matter experts for requirement collection.







What's next? Content development on Heritage, Logistics and Journalism VR; Multiple VR Systems Cooperation Development; Collection of Tiger Balm Garden photos from AMO.



















QESS - Quarterly Progress News Update

Newsletter #5 01.12.2021 - 28.02.2022

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

December 2021

- ✓ **08.12.2021** VR content connectivity testing in CAVE.
- ✓ **14.12.2021** Logistics VR meeting with subject matters experts.
- ✓ **17.12.2021** VR development team visit to HSUHK VR CAVE.
- ✓ **22.12.2021** VR content lighting and 3D rending testing in CAVE.



January 2022

- ✓ **04.01.2022** Logistics VR meeting with subject matters experts.
- ✓ **10.01.2022** VR content connectivity testing.
- ✓ **17.01.2022** VR content connectivity testing in CAVE
- ✓ **24.01.2022** VR content user interface testing.
- ✓ **26.01.2022** Logistics VR meeting with subject matters experts.



February 2022

- √ 07.02.2022 Start development of "News Reporting and Interview Skills" checkpoint of Journalism VR.
- ✓ **16.02.2022** Logistics VR meeting with subject matters experts.
- ✓ **17.02.2022** VR content interface and readability testing in CAVE





What's next? Content development on Heritage, Logistics and Journalism VR; Multiple VR Systems Cooperation Development.



















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Newsletter #6 01.03.2022 - 31.05.2022

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

March 2022

- ✓ **09.03.2022** Logistics VR meeting with subject matter experts.
- \checkmark **16.03.2022** − VR device compatibility test.
- ✓ **28.03.2022** Start development of "Cargo Acceptance" checkpoint in DHL Express VR.
- ✓ **30.03.2022** Logistics VR meeting with subject matter experts.



April 2022

- √ 04.04.2022 Start development of "Concurrent Incident Handling" checkpoint of journalism VR.
- ✓ **13.04.2022** VR content CAVE testing on connectivity and stability.
- ✓ **20.04.2022** Logistics VR meeting with subject matter experts.



May 2022

- ✓ **01.05.2022** VR content scene lighting test in CAVE.
- ✓ **16.05.2022** Logistics VR meeting with subject matter experts.
- ✓ **23.05.2022** Conduct enhancement in the "Cargo Building" checkpoint of DHL Express VR.





What's next? Content development on Heritage, Logistics and Journalism VR; Multiple VR Systems Cooperation Development.



















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Newsletter #7 01.06.2022 - 31.08.2022

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

June 2022

- √ 06.06.2022 Start development of "Live News Reporting" checkpoint of journalism VR.
- ✓ **10.06.2022** VR content user interface testing in CAVE.
- ✓ **16.06.2022** Meeting with Kerry Logistics representatives for requirement collection.
- ✓ **20.06.2022** Start development of "X-ray Screening" checkpoint of DHL Express VR.
- ✓ **29.06.2022** VR content connectivity testing in CAVE.



July 2022

- ✓ **04.07.2022** Logistics VR meeting with subject matter experts.
- ✓ **13.07.2022** VR content game logic testing.
- ✓ **22.07.2022** Demonstration of DHL Express VR to students.



August 2022

- ✓ **04.08.2022** Logistics VR meeting with subject matter experts.
- ✓ **05.08.2022** VR content game logic testing.
- ✓ **17.08.2022** VR content game logic and scoring test in CAVE.
- ✓ **22.08.2022** Start development of "Hospital and Conveyor Chute" checkpoint of DHL Express VR.
- ✓ **24.08.2022** Demonstration of DHL Express VR to students.





What's next? Content development on Heritage, Logistics and Journalism VR; Multiple VR Systems Cooperation Development; testing and debugging.



















QESS - Quarterly Progress News Update

Newsletter #8 01.09.2022 - 30.11.2022

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

September 2022

- √ 05.09.2022 Start development of "Interview Injured Person with Family Loss" of journalism VR.
- ✓ **08.09.2022** VR content testing in CAVE.
- ✓ **16.09.2022** Progress update meeting with subject matter experts.
- ✓ **22.09.2022** First day of promotional video shooting for heritage VR.
- ✓ 22.9.2022 Conducted a Culture and Technology Talk about reconstructing the lost heritage of Tiger Balm Garden with Ms. Aw Sian Sally invited as speaker.
- ✓ **28.09.2022** VR content testing in CAVE.



October 2022

- ✓ **03.10.2022** start development of "New Reporting with Multiple TV Stations Under the Same Scene" of journalism VR.
- √ 10.10.2022 Start development of "Cargo Building" checkpoint of Kerry Logistics VR.
- ✓ **24.10.2022** Progress update meeting with subject matter experts.



November 2022

- ✓ **08.11.2022** Content development teams visit HSUHK VR CAVE.
- ✓ **09.11.2022** Meeting with Kerry Logistics representatives.
- ✓ **14.11.2022** Second day of promotion video shooting for heritage VR.
- ✓ **21.11.2022** Progress update meeting with subject matter experts.











What's next? Content development on Heritage, Logistics and Journalism VR; Multiple VR Systems Cooperation Development; testing and debugging.



















QESS - Quarterly Progress News Update

Newsletter #9 01.12.2022 - 28.02.2023

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

December 2022

- ✓ $\mathbf{01.12.2022} \text{VR}$ content connectivity test in CAVE.
- ✓ **07.12.2022** VR content performance test in CAVE.
- ✓ **19.12.2022** Progress update meeting with subject matter experts.
- ✓ **28.12.2022** VR content user interface test in CAVE.



January 2023

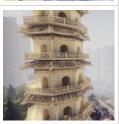
- ✓ **03.01.2023** Start development of "Interview with Victims at Residual Place" checkpoint of journalism VR.
- √ o3.01.2023 Start development of "Cargo Measurement" checkpoint of Kerry Logistics VR.
- ✓ **06.01.2023** VR content performance test in CAVE.
- ✓ **16.01.2023** Progress update meeting with subject matter experts.



February 2023

- ✓ **01.02.2023** Start development of "Selection of Appropriate Tools" and "Q&A Classroom" checkpoints of journalism VR.
- ✓ **07.02.2023** VR content connectivity test in CAVE.
- ✓ **13.02.2023** Start development of "Tour Mode" in Kerry Logistics VR.
- ✓ **21.02.2023** VR content color and lighting test in CAVE.





What's next? Content development on Heritage, Logistics and Journalism VR; Multiple VR Systems Cooperation Development; testing and debugging.



















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Newsletter #10 01.03.2023 -31.05.2023

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

March 2023

- ✓ **06.03.2023** Progress update meeting with subject matter experts.
- ✓ **06.03.2023** Start development of "X-ray Screening" in Kerry Logistics VR.



April 2023

- ✓ 02.04.2023 Start development of "Cargo Measurement" checkpoint of Kerry Logistics VR.
- ✓ **19.04.2023** Logistics VR meeting with subject matter experts.
- ✓ 24.4.2023 Meeting with DHL Express representatives about planning of pilot rollout in the company.



May 2023

- ✓ **08.05.2023** Start development of "Tour Mode" of DHL Express VR.
- ✓ **19.05.2023** Showcase of heritage VR and DHL Express VR to students of campus tour.
- **23.05.2023** − VR content connectivity and performance test in CAVE.





What's next? Content development on Heritage, Logistics and Journalism VR; Multiple VR Systems Cooperation Development; testing and debugging; collect users' feedback.



















QESS - Quarterly Progress News Update

Newsletter #11 01.06.2023 -30.09.2023

Project: Development of real-time cooperative VR multi-CAVE systems for collaborative and team learning



Event Highlights

June 2023

✓ **26.06.2023** — Start development of "Smart Classroom" in DHL Express VR.



July 2023

- ✓ 08.07.2023 DHL EXPRESS (HK) Ltd is awarded for Best Practice in Decision Analytics Outstanding Award Presentation Ceremony 2023.
- ✓ 11.07.2023 Visitor from Nanyang Technological University visited HSUHK VR CAVE.



August 2023

- ✓ **08.05.2023** Start development of "Tour Mode" of DHL Express VR.
- ✓ **19.05.2023** Showcase of heritage VR and DHL Express VR to students of campus tour.
- ✓ **23.05.2023** VR content connectivity and performance test in CAVE.



September 2023

✓ **20.09.2023** — The Launch Ceremony of the Metaverse Platform for Problem-based Collaborative Learning on Logistics, Heritage and Journalism is held in HSUHK, including a media showcase and student sharing sessions.



What's next? Content development on Heritage, Logistics and Journalism VR; Multiple VR Systems Cooperation Development; testing and debugging; collect users' feedback.

















