Ready and waiting
for real-world tests

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EDUCATION WRITER

NEW and emerging technology is giving St Ignatius’ College students a chance to create in interactive virtual-reality worlds by partnering with industry.

VR is an artificial environment created with software to replicate a real environment with headsets and hand controllers operated by the user.

This helps the user to interact with the computer-simulated experience by using sight, sound and touch.

The Year 9 students have had a series of master classes with Adelaide-based software engineers and founders of Novus Res, learning a range of skills in design, animation and programming experiences.

Digital technologies curriculum co-ordinator Mr Garth Coulter said the experience would help Year 9 students to be industry-ready for work experience in Year 10 in the VR industry.

“Students apply engineering principles and practices and use the basics behind physics and maths to build their own unique worlds,” he said.

“The purpose of the alliance is to promote progressive technologies and to provide students with an opportunity to break into a growing market of digital developments...with industry professional training.”

Year 9 student Jordan Cavallaro, 15, said his idea for a virtual world came from a variety of experiences to create a flat landscape which slowly built to mountains.

He said the freedom to create gave him opportunities to learn basic principles of scripting.

“Our class mentor gave us a guide as to what we should do and my imagination took over from then on,” he said.

“I got many of my ideas from different games I have played since my childhood.”

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STUDENT JORDAN CAVALLARO
BRAVE NEW WORLD: St Ignatius' senior campus students Eilish Horsfall, left, Jordan Cavallaro and Sophie Beard gather beside one of their virtual worlds. Picture: STEPHEN LAFFER