# #155 Reality Resources for Learning, Project Plan

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<td>Project Lead: Studie Thomp - Assistant Professor of Secondary Language Acquisition, World Languages and Literatures</td>
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<td>Project Manager: Ines Vanhove</td>
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- **#155 Reality Resources for Learning**
- **Initiation**
- **Research and Planning**
- **Project Planning, Management, and Governance**
- **.validate, design, and implement mobile resources and AR games informed by SELIP and WUL curriculum and learning objectives**
- **Develop mobile adventure games for PSU courses**
- **Design and develop a web-based data repository to house player/character data**
- **Design and develop a web-based data repository to house player/character data**
- **Develop adaptive, interactive, and personalized learning environments for AR games informed by SELIP and WUL curriculum and learning objectives**
- **Develop mobile adventure games for PSU courses**
- **Build Project Plan in SmartSheet**
- **Application of AR in classroom assessment**
- **Identify University Partners for Project Sustainability After Project Close**

**MILESTONES**

- **MILESTONE: Reality tourism complete**
- **MILESTONE: Project implementation/transition Phase Complete**
- **MILESTONE: Monitor and Control**
- **MILESTONE: Project Close**
- **MILESTONE: Project artifacts collected, including assessment tools and rubrics (4 selected)**
- **MILESTONE: Project artifacts collected, including assessment tools and rubrics (4 selected)**
- **MILESTONE: Project artifacts collected, including assessment tools and rubrics (4 selected)**
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