

WBS 1.8, VR Learning is Fun Statement of Work (SOW)

by

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VR Learning Is Fun is the parent company for which the project will be completed. They are looking to develop a video game to fit into a niche market that will provide a quality entertainment and educational application.

Overview of Project

This Project explore possibilities to develop a unique virtual reality (VR) video game that will work on a four or more different and competing hardware systems, provide educational as well as entertainment value and remain affordable for most households and academic institutions.

Purpose of Project

The Virtual Reality (VR) markets are dominated by entertainment applications the sponsor would like to develop a product useful in learning environments to make learning fun. This is an initial concept exploration for application with a vision of expansion to future applications with similar properties.

Objective of Project

The objective identify the success probability of providing stimulating learning through the use of high quality VR applications that work on a variety of systems at a reasonable cost. The application is an initial introduction in to VR learning with the intent on expanding to more applications if successful.

Project Scope

The project is to establish the concept feasibility for VR software application with remoted input from hand held devices to VR head sets of multiple manufactures. This initial project can be based on science, history or math or any academic application and is to be

marketed to students, parents and teachers of all levels based upon the highest degree of potential success as indicated by the market analysis as defined in the work requirements

Table 1 Requirements Template.

ID #	Requirement	WBS Element
1	The concept shall be a Video Game operating within virtual reality with educational properties	1.1.1
2	The Market Analysis shall cover age groups 12 and above and be cultural diverse. It shall also include potential threats and viability of entering the niche market	1.1.2
3	The Market Plan shall include brick and mortar stores, phone center and online sales	1.1.3
4	The Technical Analysis shall inform how to expand the product for use with broad spectrums of hardware.	1.1.4
5	The product scope definition shall meet budget, time line and place priority creating market niche	1.1.5
6	The Prototype shall be available for evaluation in four months.	1.1.6

The assumptions are that VR hardware companies will be looking for quality software to market their devices; affordable VR learning applications are few; and there is an opportunity to expand this product to higher education, military and business applications.

Constraints are the budget and a four month time frame to get this product to market and the necessity to secure rights to different VR hardware company's operating code. The product is being pursued to capitalize on a niche VR market therefore time is critical; however the product must also have desirable and instructional usefulness built into the quality in order to promote future projects.

Project Budget

The budget for this project is \$250,000. The cost to obtain permission to work with different VR systems may be a budgetary limiting factor. If costs are too high for multiple systems the project team will evaluate the threats and opportunities based on singular VR system applications.

Project Start and Finish dates

The Proposed start date for this product is January 03 2017. The completion date is to be April 3 2017. This project or portion of the project is complete when a prototype of the software has been successfully evaluated and accepted by the parent company

Major Deliverables

This is an initial project, evaluating the potential for the overall project concept. Below you will find a Work Breakdown Structure for the entire project proposal the portion of the project contained on this SOW is indicated by WBS 1.1 and the subsets that follow.

Figure 1 Work Breakdown Structure.

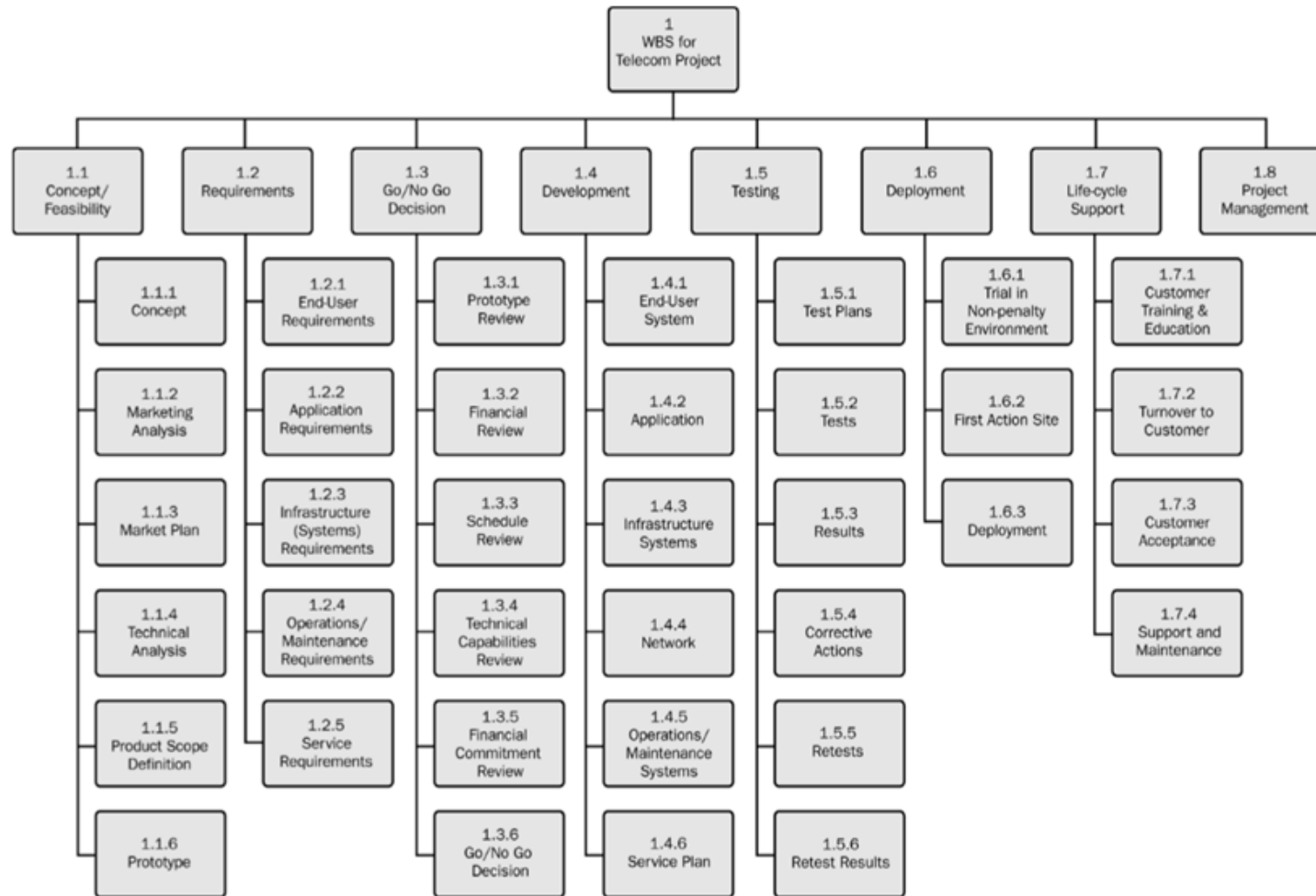


Figure 1 is the work breakdown structure from Appendix L, Project Management Institute, (2006). *Practice standard for work breakdown structures, second edition*. Retrieved from <http://www.pmi.org/pmbok-guide-standards/framework/practice-standard-work-breakdown-structures-2nd-edition>

These Major Deliverables are identified in the requirements template. Any concerns, delays, issues or additions concept requirements should be addressed to the Project Manager for evaluations in coordination with the parent company.

Contract Type

The contract is a Fix-price contract. The Parent company has initiated incentive increases of up to 20% for early completion, based upon 5% per week earlier than the determined completion date. If at any time the analysis provides the concept for the projects future to be unattainable; the work completed within the frame work of the original budget will be evaluated and all project cost met up to the original budgetary figure. The remainder will be reimbursed to the parent company

References

Project Management Institute, (2006). *Practice standard for work breakdown structures, second edition*. Retrieved from <http://www.pmi.org/pmbok-guide-standards/framework/practice-standard-work-breakdown-structures-2nd-edition>