

## COURSE DETAIL

### VIRTUAL REALITY AND EXERCISE GAMING

**Country**

Germany

**Host Institution**

Technical University Berlin

**Program(s)**

Technical University Summer

**UCEAP Course Level**

Upper Division

**UCEAP Subject Area(s)**

Computer Science

**UCEAP Course Number**

108

**UCEAP Course Suffix****UCEAP Official Title**

VIRTUAL REALITY AND EXERCISE GAMING

**UCEAP Transcript Title**

VR&EXERCISE GAMING

**UCEAP Quarter Units**

6.00

**UCEAP Semester Units**

4.00

**Course Description**

The course explains what Virtual Reality is, history of how and why it was developed, and the potential future use of it. Exercise gaming(exergaming) is defined, and the benefits of the connection with Virtual Reality are covered. Students are taught how to develop a Virtual Reality game with Unity and then they engage in a practical workshop by creating a use case design, a game scenario, and then they prototype and develop the first game itself. They are required to perform a usability test and then learn how to analyze and incorporate the results into a next app version.

**Language(s) of Instruction**

English

**Host Institution Course Number****Host Institution Course Title**

VIRTUAL REALITY AND EXERCISE GAMING

**Host Institution Campus**

TUBS

**Host Institution Faculty****Host Institution Degree****Host Institution Department**

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