

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 & EXERCISE GAMING

Host Institution Campus

TUBS

Host Institution Faculty

Host Institution Degree

Host Institution Department

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