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

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VIRTUAL REALITY & EXERCISE GAMING

Host Institution Course Details

Host Institution Campus
TUBS

Host Institution Faculty

Host Institution Degree

Host Institution Department

Course Last Reviewed

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