

COURSE DETAIL

GAMING FOR VIRTUAL AND AUGMENTED REALITY

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

106

UCEAP Course Suffix**UCEAP Official Title**

GAMING FOR VIRTUAL AND AUGMENTED REALITY

UCEAP Transcript Title

GAMING VIRTUAL&AUGM

UCEAP Quarter Units

6.00

UCEAP Semester Units

4.00

Course Description

The course explores gaming and virtual and augmented reality. The course discusses topics including what are extended, augmented, virtual, and mixed reality; what tools are used to develop MR applications and how can they be set up; practical deployment of an app on students' devices; introduction to programming for extended reality with Unity (scene setup, interactions); what is User Experience (UX), what is UX design; UX Design and important influencing factors (human/context/system); what is user testing, why is it needed, and what method can be used for testing; and how to perform a usability test and use the gathered result during the development. Students engage in creating use case design, scenarios, prototyping, and developing an app. Students perform a user test and analyze/incorporate the results into a next app version. The course recommends students have programming knowledge and the ability to write and run small programs in the language of their choice (e.g., C#), and basic understanding of mobile builds (Xcode / ADB), as a prerequisite.

Language(s) of Instruction

English

Host Institution Course Number

Host Institution Course Title

GAMING FOR VIRTUAL AND AUGMENTED REALITY

Host Institution Campus

TUBS

Host Institution Faculty

Host Institution Degree

Host Institution Department

[Print](#)