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 Course Details
https://www.tu-berlin.de/menue/summer_university/term_2_on_campus/gaming_for_vi...

Host Institution Campus
TUBS

Host Institution Faculty

Host Institution Degree

Host Institution Department

Course Last Reviewed
2022-2023

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