Virtual Reality

Course code	student workload	credits (according to ECTS)	semester	frequency	duration
CIF62043	90 hours	4.5 ECTS	Sem. 6	each even-semester	16 meetings

1	Types of courses	contact hours	independent study	class size
	elective	63 hours	27 hours	40 students

5 Prerequisites for participation

Completed Multimedia System

2 Learning outcomes

IF-ILO-3

Graduates are able to develop professional careers in the field of computer science based on quality aspects, data-based decision making, be responsible, and make continuous improvements.

IF-ILO-7

Mastering the theoretical concept and principles of computer science, especially in the aspect of algorithms, programming, intelligent systems, information management, parallel and distributed computing, information security, human-computer interaction, software engineering, and fundamentals of computer systems and networks.

IF-ILO-14

Graduates are able to engineer and evaluate the implementation of various types of Human-Computer interaction.

3 Subject aims

1. Students are able to engineer the application of various types of interactions between users and computers

4 Teaching methods

lectures, case study, class discussion, presentation

6 Assessment methods

assignment, mid-term examination, end-term examination, project evaluation, practical-skill assessment

8 This module is used in the following degree programmes as well

Informatics Engineering

10	**Responsibility for module** ***Name of lecturers***
11	**Other information** 1. Jesse Glover & Jonathan Linowes. Complete Virtual Reality and Augmented Reality Development with Unity: Leverage the power of Unity and become a pro at creating mixed reality applications. Packt Publishing, 2019. 2. Erin Pangilinan, dkk. Creating Augmented and Virtual Realities: Theory and Practice for Next-Generation Spatial Computing. O'Reilly Media, 2019. 3. Ryan, M. L. Narrative as virtual reality: Immersion and interactivity in literature and electronic media. Johns Hopkins University Press, 2001. 4. Jason Jerald. The VR Book: Human-Centered Design for Virtual Reality. ACM Books, 2015.