

VIRTUAL AND AUGMENTED REALITY

1	Course Title:	VIRTUAL AND AUGMENTED REALITY	
2	Course Code:	BM6026	
3	Type of Course:	Optional	
4	Level of Course:	Third Cycle	
5	Year of Study:	1	
6	Semester:	2	
7	ECTS Credits Allocated:	6.00	
8	Theoretical (hour/week):	3.00	
9	Practice (hour/week):	0.00	
10	Laboratory (hour/week):	0	
11	Prerequisites:		
12	Language:	Turkish	
13	Mode of Delivery:	Face to face	
14	Course Coordinator:	Doç. Dr. Metin BİLGİN	
15	Course Lecturers:		
16	Contact information of the Course Coordinator:	Bilgisayar Müh. Bölüm Binası, 1. kat, oda 109 Tel.:+90 (224) 275 52 63 email: metinbilgin at uludag.edu.tr	
17	Website:		
18	Objective of the Course:	The objective of the course is to establish and cultivate a broad and comprehensive understanding of this rapidly evolving and commercially viable field of Computer Science and prepare the student for participating in the production of highly integrative immersive applications, immersive social platforms, cross disciplinary academic research projects and leading developments in Medical, Industrial and Manufacturing R&D.	
19	Contribution of the Course to Professional Development:	Engineering Science: 85%; Engineering Design: 15%	
20	Learning Outcomes:		
		1	Demonstrate understanding and perspective on the VR/AR landscape; past, present and future
		2	Demonstrate understanding of fundamental computer vision, computer graphics and human-computer interaction techniques related to VR/AR
		3	Demonstrate insights to key application areas for VR/AR
		4	Demonstrate the ability to design and implement VR/AR experiences
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ÖK4	3	4	4	4	4	5	0	0	0	0	0	0	0	0	0	0
LO: Learning Objectives PQ: Program Qualifications																
Contribution Level:	1 very low		2 low		3 Medium		4 High		5 Very High							