

<b>الواقع الافتراضي Virtual Reality</b>	وسط 246
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الساعات الاسبوعية:

الساعات المعتمدة	مجموع الساعات	العملي	المتابعة	المحاضرة
3	4	2	0	2

To give the students the fundamentals of virtual reality	<b>الهدف من المقرر</b>
<ul style="list-style-type: none"> <li>students will be able to be aware of virtual reality.</li> </ul>	<b>مخرجات التعليم</b>
Introduction to Virtual Reality and Human senses, 3D audio and VR displays At 14-15 : Excursion to VTT VR centre, main entrance VR displays, I/O devices, haptics and Tracking systems for VR 3D graphics & modeling, VR software	<b>وصف المقرر</b>
<ul style="list-style-type: none"> <li>Lectures.</li> <li>Practical sessions.</li> </ul> Internet resource	<b>طريقة التدريس</b>
<ul style="list-style-type: none"> <li>Final exam (50% of the total mark)</li> <li>Course work: includes assignment, Test, seminars, and tutorial sessions(25%)</li> <li>Lab work and practical (25%)</li> </ul>	<b>طريقة التقييم</b>
<p>G. Burdea and P. Coiffet and published <a href="#">Virtual Reality Technology</a>. by John Wiley &amp; Sons, Inc. This book can be borrowed for a short loan (max. overnight) from Atanas Boev.</p> <p><a href="#">Building Interactive Worlds</a> by Jean-Marc Gauthier, Elsevier, 2005, , by John Vince, Springer, 2004, ISBN 1-<a href="#">Introduction to Virtual Reality</a></p>	<b>أهم المراجع</b>

<b>موضوع المحاضرة</b>	زمن المحاضرة	
Introduction to Virtual Reality	2	1
Human senses, 3D audio	2	2
VR displays At 14-15 : Excursion to VTT VR centre, main entrance	2	3
VR displays, I/O devices, haptics	2	4
Tracking systems for VR	2	5
3D graphics & modeling, VR software	2	6
The concept of I OT Internet Of Things	2	7
How to Create an interactive VR Module	2	8
How to applying VR in	2	9
Networked VR, web3D	2	10
Augmented Reality, mobile VR	2	11
Novel user interfaces	2	12
Applications of VR	2	13
View tutorial	2	14
Test	2	15

