》 Course Overview

Separating hype from reality is hard… especially in the fast-growing and evolving space of augmented and virtual reality (AR/VR). Recent advances in technology has allowed AR/VR systems to become extremely sophisticated and realistic. This course introduces students to the technologies that underpin AR/VR systems. Then the course walks through 7 applications of AR/VR and how they will change and impact numerous aspects of our lives and the economy. Students will also learn about and discuss the risks and side effects of these systems, including health, privacy, and ethical implications.

》 Course Outline by Module

Module 1	Introduction to Augmented and Virtual Reality	Module 6	AR and VR in Entertainment
Module 2	Augmented Reality Systems	Module 7	AR and VR in Healthcare
Module 3	Virtual Reality Systems	Module 8	AR and VR in Architecture, Engineering, and Construction
Module 4	AR and VR in Gaming	Module 9	AR and VR in Shopping
Module 5	AR and VR in Education	Module 10	Social VR and Telepresence

》 Instructional Components

Pointful Education Courses are structured in a consistent, research-based format utilizing multiple pedagogical concepts such as Understanding by Design, Growth Mindset, and Video and Project-based learning. Through the use of these pedagogical concepts, Pointful Education maintains a consistent and engaging course structure that supports student-centered learning.