

AMITY GLOBAL INSTITUTE

MODULE SYLLABUS

Course	Bachelor of Science Honours in Computer Science (Games Development) (University of London)
Module Title	Virtual Reality
Module Syllabus No. (if any)	CM3025
Syllabus / Content / Learning Outcomes	<p>The module will combine the theory and psychology of VR with practical development skills. You will learn the skills needed to design compelling VR environments and the skills that apply to creative practice, science and industry.</p> <p>This module aims to give you the skills needed to develop VR. These skills include understanding the basic theory of presence in VR, which underlies the basic design principles. You will also learn practical development skills, using an appropriate 3D engine to create interactive virtual environments. These skills will include creating 3D environments, designing and implementing 3D interaction for VR and building social VR experiences with interactive virtual characters.</p>
No. of Teaching Hours	Contact Hours – Lectures, Seminars & online activity (22 x 3) = 66 Independent Preparation, pre-reading and analysis = 84 TOTAL = 150
Teaching Methods	Lectures, tutorials, case-studies analysis, research journals and group discussion.
Assessment Methods and Weightages	<p>One two hour unseen written examination and coursework</p> <p>Coursework 50% and Written examination 50%</p> <p>At least 35% in each element of summative assessment and a combined weighted average of at least 40%, subject to the application of rules for compensation.</p>
Skills for Maximising Learning Outcomes	Reading and research
Dates of Examinations, Major Assessments and Assignments	<p>Please refer to www.london.ac.uk exam tables</p> <p>If your effective date of registration is:</p> <ul style="list-style-type: none"> • 1 October, you will take your first examination(s) in March of the following year, • 1 April, you will take your first examination(s) in September of the same year.
Topics covered	<ul style="list-style-type: none"> • Introduction to Virtual Reality: History of VR, VR Hardware and applications • Presence: the three illusions of VR • 3D graphics for VR • Immersive Sound for VR • Interaction Design in VR • Navigation • Object Interaction and physics • Virtual Characters • Social VR • Developing a VR project

Note: All Information provided to Amity will be kept strictly confidential except for those required under statutory requirements and by government authorities and relevant university partners and accreditation bodies as part of the regulatory or course requirements.