

VIRTUAL ENVIRONMENTS

Instructor

- Dr. Hannes Högni Vilhjálmsson
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Instructor

- 1991-1994 B.Sc. (CS), University of Iceland
- 1994-1995 Raflind
- 1995-2003 M.Sc./Ph.D. (MAS), MIT Media Lab
- 2003-2006 Information Sciences Institute, USC
- 2005- Alelo Inc.
- 2006- RU



Topic

- Theory and Practice of Virtual Environments

"Simulations that engage the senses and...
...create an experience of presence within an artificial world"

XBOXIC

Outline

- Weeks 1-2: Context
- Weeks 3-4: Immersion
- Weeks 5-6: Interaction
- Weeks 7-11: Special Topics
- Weeks 8-12: Student Projects

XBOXIC

Classes

- Theoretical talks / discussions
 - Mondays 13:00 to 14:35
- Practical talks / discussions
 - Tuesdays 10:55 to 12:30
- Student labs
 - Thursdays 13:00 to 14:35

Evaluation

- Attendance, Discussion, Labs 10%
 - Programming assignments (x2) 20%
 - Final project proposal 5%
 - Final programming project 30%
 - Final project report 5%
 - Final oral exam 30%
- 100%**

Availability

- After classes
- "open office policy"
Visit my office anytime (2 fl. Kringlan 1)
- To ensure I'll be there, send email:
hannes@ru.is
- Usually on MSN:
skuggavera@hotmail.com

VIRTUAL
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a glimpse




















