

# Teaching a Virtual and Augmented Reality Course at an Engineering Department for Ten Years

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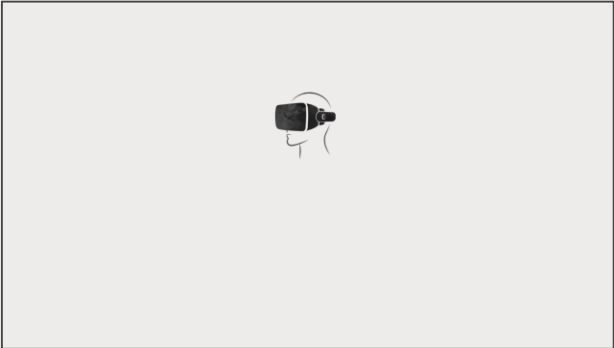
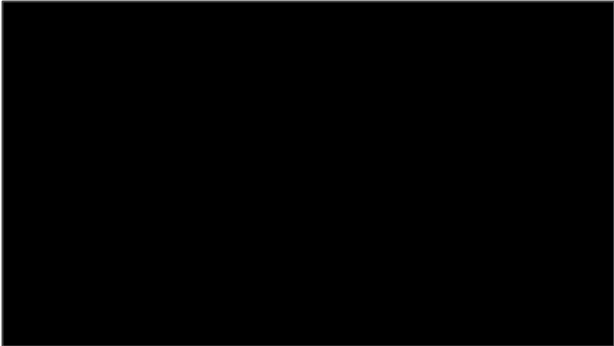
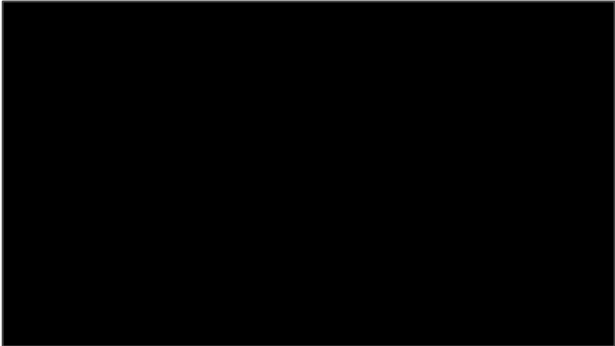
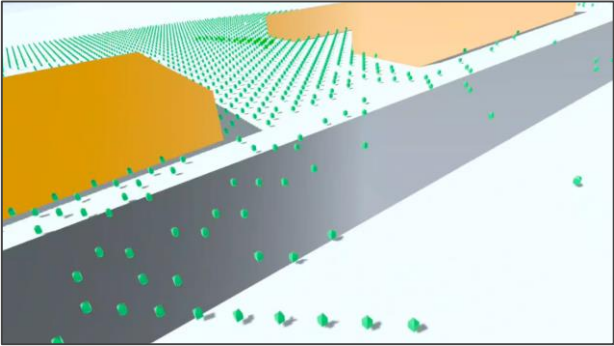
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## Some facts – VR/AR Course

- Started in 2013/2014 – 10<sup>th</sup> Edition – ~200 students - different backgrounds/programming skills;
- 14 three-hour weekly classes – theoretical lecture + practical assignment + paper presentation;
- Lectured to multiple Master Degree programs, including Erasmus Students;
- Groups of 2 students – Human-centered approach – Topics selected by students;
- Supporting infrastructure and facilities + Presentations by invited guests (practitioners/researchers).

# Some illustrative practical assignments



# Reflection and Future Perspective

- Understanding the audience (students' motivations and interests);
- Using a Human-Centered Design (HCD) Methodology;
- Keeping updated – Embrace new trends;
- Motivating a research-oriented approach;
- Other open challenges.



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