

Spring 2014 16:332:571 Syllabus

(Updated January 16, 2014)

Nr.	Date	Lecture	Book Chapter	Tests
1.	Jan 23	Introduction	1	
2.	Jan 27	Input devices	2	
3.	Jan 30	Input devices	2	
4.	Feb 3	Input devices	2	
5.	Feb 6	Output devices	3	
6.	Feb 10	Output devices	3	
7.	Feb 13	Output devices	3	
8.	Feb 17	Output devices	3	
9.	Feb 20	Computing architectures for VR	4	
10.	Feb 24	Computing architectures for VR	4	
11.	Feb 27	Computing architectures for VR	4	
12.	Mar 3	Computing architectures for VR	4	
13.	Mar 6	Modeling	5	
14.	Mar 10	Modeling	5	
15.	Mar 13	Modeling	5	
16.	Mar 17	<i>Spring Break</i>		
17.	Mar 20	<i>Spring Break</i>		
18.	Mar 24	Modeling	5	
19.	Mar 27	MIDTERM (closed book) TBA	1-5	
20.	Mar 31	Programming in VR	6	
21.	Apr 3	Programming in VR	6	
22.	Apr 7	Programming in VR	6	
23.	Apr 10	Human factors	7	
24.	Apr 14	Human factors	7	
25.	Apr 17	Traditional VR Applications	8	
26.	Apr 21	Traditional VR Applications	8	
27.	Apr 24	Traditional VR Applications	8	
28.	Apr 28	Traditional VR Applications	8	
29.	May 1	Emerging applications	9	
30.	May 5	Emerging applications	9	
31.	May TBD	FINAL TBD (closed book)	6-9	

Textbook: Burdea and Coiffet, *Virtual Reality Technology*, 2nd Edition (2003).

Lab Manual: Unity 3D Lab Manual (Verhurst and Burdea, 2012 on Sakai)

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Course Grader: TBD

Grading policy

- Quizzes 10 %
- Midterm 25%
- Final 25%
- Lab 40% (Lab is in ECE Bldg 2nd Floor, dates are specified on Lab Syllabus (separate document))
- Midterm, Final and Laboratory Term Project are mandatory to pass
- Cheating is an automatic F.
- Attendance penalty for 4 absences- **1 letter grade loss**, 6 or more absences – **2 letter grades loss**
- All exams and quizzes are closed book/notes/etc.
- Quizzes are announced.