UNIVERSITÀ
DEGLI STUDI DI MILANO-BICOCCA

# COURSE SYLLABUS

# Basics of VR/AR human-computer interaction

**2425-77R-1**

## Title

BASICS OF VR/AR HUMAN-COMPUTER INTERACTIONS

## Teacher(s)

Alberto Gallace/Dimitri Ognibene

## Language

English

## Short description

The course is devoted to the cognitive aspects of human interaction with VR and AR technologies, as well as the underlying design and development processes using Unity 3D. Fundamental aspects of approaching a research project with virtual reality technologies will be addressed. The lessons will cover some basic aspects of the Unity 3D graphics tool to introduce the skills and software language needed to develop environments and interact with 3D graphics and software engineers. Students will learn how to set up software windows and design a basic environment.
Examples of studies applying these technologies will be examined, covering not only the results and motivation of the studies but also the logic behind specific design and implementation choices, as well as the cognitive,

neuroscientific, and psychological aspects of user’s responses.

## CFU / Hours

1CFU/8h

## Teaching period

See the Calendar

## Sustainable Development Goals