Future
Learn

Certificate of Achievement

Devlina Pal

has completed the following course:

INTRODUCTION TO VIRTUAL, AUGMENTED AND MIXED REALITY
LANCASTER UNIVERSITY AND INSTITUTE OF CODING

This course explored the tools and technologies that support the features and applications of VR, AR and MR. Learners on this course discovered the basic concepts of creating VR, AR and MR experiences as well as the ethics involved in developing these kinds of applications.

2 weeks, 2 hours per week

Joe Finney
Lancaster University

Lancaster University

institute of CODING

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STUDY REQUIREMENT
2 weeks, 2 hours per week

LEARNING OUTCOMES
• Describe the basic concepts of VR, AR, and MR
• Describe how XR is being used in industries beyond entertainment
• Describe the potential benefits of using XR applications in the real world
• Explore the tools and technologies used in XR
• Identify the ethical considerations of developing XR applications
• Identify the hallmarks of successful VR, AR and MR experiences

SYLLABUS
• The fundamentals of XR (VR, AR and MR)
• The ethics surrounding the creation of XR applications
• Careers/pathways in and skills in XR
• The technologies and tools in creating XR projects

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