



## Certificate of Achievement

# Giulia Caldato

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



The person named on this certificate has completed the activities in the attached transcript. For more information about Certificates of Achievement and the effort required to become eligible, visit [futurelearn.com/proof-of-learning/certificate-of-achievement](https://futurelearn.com/proof-of-learning/certificate-of-achievement).

This certificate represents proof of learning. It is not a formal qualification, degree, or part of a degree.



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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