**Code 501 Course Desc – AR 1**

Overview

Augmented reality is poised to make a massive impact on the tech industry, as smartphones and the Cloud have done before it. Get ahead of this burgeoning industry by learning to develop apps for the leading-edge technlogy of the Microsoft Hololens. This class is the first of a two-part series on AR development.

Prerequisites

[Code 501: VR Development with Unity](https://www.codefellows.org/courses/code-501/vr-development-with-unity/)

Course Outline

* Getting started with Microsoft HoloLens
* C# and XAML Language Primer
* Applications and C#
* AppModel, AppViews, 2D Apps for HoloLens
* Unity Basics for Microsoft HoloLens
* Advanced Engineering: Azure, Machine Learning, Cross Platform and HTML5 Apps
* Unity Deep Dive Graphics and Games

Learn with Stacked Modules

Concepts in each of our courses are taught using stacked modules, where a new concept is introduced in each class session, building upon what came before it. This is a challenging style that requires persistence, practice, and collaboration, but allows more concepts to be introduced over the length of the course. This method helps students learn and retain more information in a short period of time. [Learn more about stacked modules »](https://www.codefellows.org/blog/how-to-accelerate-your-learning-with-stacked-modules)

## Professionalism

Punctuality, participation in discussions, completion of assignments, and demonstration of professional courtesy to others are required, in accordance with our [Code of Conduct](https://github.com/codefellows/code-of-conduct). Attendance will be taken at the beginning of every class. Students should always contact the instructors ahead of time if they are unable to attend all or part of published class / lab hours.