**Code 502 Course Desc – AR 2**

Overview

Go deeper into HoloLens development with advanced techniques in C#, Unity and XAML, as well as other tools used in the AR development ecosystem. You will study app optimization and performance as you continue to build on the game you built and launched in [Code 501: AR Development for Microsoft Hololens](https://www.codefellows.org/courses/code-501/ar-development-for-microsoft-hololens/). This class, offered in partnership with [Chronos Global Academy](https://chronosglobalacademy.org/), is the second of a two-part series on AR development.

Course Outline

* App optimization and performance
* DirectX Development
* Vuforia Development
* Advanced hardware tricks and hacking

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.