



Course Outline

1. COURSE INFORMATION

Session Offered	Winter 2024	
Course Name	Augmented Reality, Virtual Reality and Mixed Reality	
Course Code	SEP 791	
Date(s) and Time(s) of lectures	C02: Thu 04:30 pm - 07:30 pm	
Program Name		
Calendar Description		
Instructor(s)	Dr. Wael Brahim	E-Mail: brahimw@mcmaster.ca Office Hours & Location:

2. COURSE SPECIFICS

Course Description			
Instruction Type	Code	Type	Hours per term
	C	Classroom instruction	39 hours
	L	Laboratory, workshop or fieldwork	
	T	Tutorial	
	DE	Distance education	
	Total Hours		
Resources	ISBN	Textbook Title & Edition	Author & Publisher
	ISBN:	-Creating Augmented and Virtual Realities: Theory and Practice for Next-Generation Spatial Computing 1st Edition, 2019	Erin Pangilinan et al.
	Other Supplies	Source	
Prerequisite(s)			
Corequisite(s)			
Antirequisite(s)			
Course Specific Policies			
Departmental Policies	<p>The use of cell phones, iPods, laptops and other personal electronic devices are prohibited from the classroom during the class time, unless the instructor makes an explicit exception.</p> <p>Announcements made in class or placed on Avenue are considered to have been communicated to all students including those individuals that are not in class.</p> <p>Instructor has the right to submit work to software to identify plagiarism.</p>		
3. SUB TOPIC(S)			
Week 1 (Jan 11)	Session 1: Introduction to Virtual Reality, Augmented Reality and Mixed Reality:		



	<ul style="list-style-type: none"> • Program Overview • Stereoscopy fundamentals Overview • Psychology of vision and immersion • Virtual Reality vs Augmented Reality vs Mixed Reality • Current hardware and Software 	
Week 2 (Jan 18)	<p>Session 2: Development Environment: Unity 3D Game Engine Part 1:</p> <ul style="list-style-type: none"> • Learning the interface • Exploring the principal tools • Importing assets/ 3D models/ packages • Learning C# scripting basics • Exporting project: configuration and targeting a specific platform 	
Week 3 (Jan 25)	<p>Session 3: Development Environment: Unity 3D Game Engine Part 2: Workshop: Creating a virtual visit of a virtual world.</p> <ul style="list-style-type: none"> • Importing 3D models, textures, lights. • Implementing physics and scripting interactions • Exporting the project 	
Week 4 (Feb 1)	<p>Session 4: Augmented Reality Part 1 (Lecture)</p> <ul style="list-style-type: none"> • Introduction to AR: fundamentals and applications • AR development using Unity 3D: • Installing the required Packages (Vuforia or ARKIT) • Understanding features and tools for an AR experience using Unity 3D 	
Week 5 (Feb 8)	<p>Session 5: Virtual Reality Part 1 (Lecture)</p> <ul style="list-style-type: none"> • Introduction to VR: fundamentals and applications • Hardware and software requirements • VR and game engines 	Mini AR Project
Week 6 (Feb 15)	<p>Session 6: Virtual Reality Part 2 (Lecture)</p> <ul style="list-style-type: none"> • Installing the required Packages • Understanding Unity features and tools for a VR experience • Creating 3D environment, physics and interactions 	
Week 7 (Feb 22)	Midterm Recess: No classes	
Week 8 (Feb 29)	<p>Session 7: Virtual Reality Part 3 (Workshop)</p> <ul style="list-style-type: none"> • Workshop: Immersive game (Portal Game). • Preparing the VR Unity environment • Importing the 3D models and implementing physics and interactions • Exporting and testing the VR experience 	
Week 8 (Mar 7)	<p>Session 8: Mixed Reality Part 1 (Lecture)</p> <ul style="list-style-type: none"> • Introduction to MR: fundamentals and applications • Hardware and software requirements • MR and game engines 	Mini VR Project
Week 9 (Mar 14)	<p>Session 9: Mixed Reality Part 2 (Lecture) MR development using Unity 3D:</p> <ul style="list-style-type: none"> • Installing the required Packages • Understanding Unity features and tools for a MR experience • Creating 3D environment, physics and interactions 	



	<ul style="list-style-type: none"> Exporting the MR project 	
Week 10 (Mar 21)	Session 10: Mixed Reality Part 3 (Workshop) <ul style="list-style-type: none"> Workshop: Visualization and interaction with virtual objects -Preparing the MR Unity environment -Importing the 3D models and implementing physics and interactions -Exporting and testing the MR experience 	Mini MR Project
Week 11 (Mar 28)	Good Friday Break: No classes or examinations	
Week 12 (April 4)	Session 11: Final Project Workshop 1 <ul style="list-style-type: none"> Projects selection Defining the theme and the technology Preparing the development environment Implementing the project features 	Final Project

Classes End Wednesday, April 10

Note that this structure represents a plan and is subject to adjustment term by term.

The instructor and the University reserve the right to modify elements of the course during the term. The University may change the dates and deadlines for any or all courses in extreme circumstances. If either type of modification becomes necessary, reasonable notice and communication with the students will be given with explanation and the opportunity to comment on changes.

4. ASSESSMENT OF LEARNING *including dates*	Weight
Mini AR project	20%
Mini VR project	20%
Mini MR project	20%
Term project presentation (Group – 20 min, inc. Q&A)	25%
Attendance & Class participation. (Quizzes, exercises, etc.)	15%
TOTAL	100%

Percentage grades will be converted to letter grades and grade points per the University calendar.

5. LEARNING OUTCOMES

1. Understand the fundamentals of Augmented Reality AR, Virtual Reality VR and Mixed Reality MR.
2. Have a better understanding of the benefits of using this creative technology.
3. Have a practical understanding of the Unity game engine, how to use the features and tools, provided by the software, to create a virtual and interactive environment.
4. Have a practical understanding of the innovative technologies (AR, VR, MR), how to create and implement a virtual reality project from the idea to the final deliverable.
5. Technical capabilities: <ul style="list-style-type: none"> -Programming: C# Script -Libraries: Vuforia, Google VR, MixedRealityDesignLabs. -Software: Unity 3D, The Lab -Hardware: Magic leap, Google cardboard

6. COURSE OUTLINE – APPROVED ADVISORY STATEMENTS

ANTI-DISCRIMINATION

The Faculty of Engineering is concerned with ensuring an environment that is free of all discrimination. If there is a problem, individuals are reminded that they should contact the Associate Director, Graduate Studies, the Sexual Harassment Officer or the Human Rights Consultant, as soon as possible.

http://www.mcmaster.ca/policy/General/HR/Discrimination_Harassment_Sexual_Harassment-Prevention&Response.pdf

ACADEMIC INTEGRITY

You are expected to exhibit honesty and use ethical behaviour in all aspects of the learning process. Academic credentials you earn are rooted in principles of honesty and academic integrity. It is your responsibility to understand what constitutes academic dishonesty.

Academic dishonesty is to knowingly act or fail to act in a way that results or could result in unearned academic credit or advantage. This behaviour can result in serious consequences, e.g. the grade of zero on an assignment, loss of credit with a notation on the transcript (notation reads: "Grade of F assigned for academic dishonesty"), and/or suspension or expulsion from the university. For information on the various types of academic dishonesty please refer to the Academic Integrity Policy, located at <https://secretariat.mcmaster.ca/university-policies-procedures-guidelines/>

The following illustrates only three forms of academic dishonesty:

- plagiarism, e.g. the submission of work that is not one's own or for which other credit has been obtained.
- improper collaboration in group work.
- copying or using unauthorized aids in tests and examinations.

AUTHENTICITY / PLAGIARISM DETECTION

Some courses may use a web-based service (Turnitin.com) to reveal authenticity and ownership of student submitted work. For courses using such software, students will be expected to submit their work electronically either directly to Turnitin.com or via an online learning platform (e.g. A2L, etc.) using plagiarism detection (a service supported by Turnitin.com) so it can be checked for academic dishonesty.

Students who do not wish their work to be submitted through the plagiarism detection software must inform the Instructor before the assignment is due. No penalty will be assigned to a student who does not submit work to the plagiarism detection software. All submitted work is subject to normal verification that standards of academic integrity have been upheld (e.g., on-line search, other software, etc.). For more details about McMaster's use of Turnitin.com please go to www.mcmaster.ca/academicintegrity.

COURSES WITH AN ON-LINE ELEMENT

Some courses may use on-line elements (e.g. e-mail, Avenue to Learn (A2L), LearnLink, web pages, capa, Moodle, ThinkingCap, etc.). Students should be aware that, when they access the electronic components of a course using these elements, private information such as first and last names, user names for the McMaster e-mail accounts, and program affiliation may become apparent to all other students in the same course. The available information is dependent on the technology used. Continuation in a course that uses on-line elements will be deemed consent to this disclosure. If you have any questions or concerns about such disclosure please discuss this with the course instructor.

ONLINE PROCTORING

Some courses may use online proctoring software for tests and exams. This software may require students to turn on their video camera, present identification, monitor and record their computer activities, and/or lock/restrict their browser or other applications/software during tests or exams. This software may be required to be installed before the test/exam begins.

COMMUNICATIONS

It is the student's responsibility to:

- Maintain current contact information with the University, including address, phone numbers, and emergency contact information.
- Use the University provided e-mail address or maintain a valid forwarding e-mail address.
- Regularly check the official University communications channels. Official University

communications are considered received if sent by postal mail, by fax, or by e-mail to the student's designated primary e-mail account via their @mcmaster.ca alias.

- Accept that forwarded e-mails may be lost and that e-mail is considered received if sent via the student's @mcmaster.ca alias.
- Check the McMaster/Avenue email and course websites on a regular basis during the term.

CONDUCT EXPECTATIONS

As a McMaster student, you have the right to experience, and the responsibility to demonstrate, respectful and dignified interactions within all of our living, learning and working communities. These expectations are described in the Code of Student Rights & Responsibilities (the "Code"). All students share the responsibility of maintaining a positive environment for the academic and personal growth of all McMaster community members, whether in person or online.

It is essential that students be mindful of their interactions online, as the Code remains in effect in virtual learning environments. The Code applies to any interactions that adversely affect, disrupt, or interfere with reasonable participation in University activities. Student disruptions or behaviours that interfere with university functions on online platforms (e.g. use of Avenue 2 Learn, WebEx or Zoom for delivery), will be taken very seriously and will be investigated. Outcomes may include restriction or removal of the involved students' access to these platforms.

ACADEMIC ACCOMMODATION OF STUDENTS WITH DISABILITIES

Students with disabilities who require academic accommodation must contact Student Accessibility Services (SAS) at 905-525-9140 ext. 28652 or sas@mcmaster.ca to make arrangements with a Program Coordinator. For further information, consult McMaster University's Academic Accommodation of Students with Disabilities policy.

ACADEMIC ACCOMMODATION FOR RELIGIOUS, INDIGENOUS OR SPIRITUAL OBSERVANCES (RISO)

Students requiring academic accommodation based on religious, indigenous or spiritual observances should follow the procedures set out in the RISO policy. Students should submit their request to their Faculty Office normally within 10 working days of the beginning of term in which they anticipate a need for accommodation or to the Registrar's Office prior to their examinations. Students should also contact their instructors as soon as possible to make alternative arrangements for classes, assignments, and tests. <http://www.mcmaster.ca/policy/Students-AcademicStudies/Studentcode.pdf>

COPYRIGHT AND RECORDING

Students are advised that lectures, demonstrations, performances, and any other course material provided by an instructor include copyright protected works. The Copyright Act and copyright law protect every original literary, dramatic, musical and artistic work, including lectures by University instructors

The recording of lectures, tutorials, or other methods of instruction may occur during a course. Recording may be done by either the instructor for the purpose of authorized distribution, or by a student for the purpose of personal study. Students should be aware that their voice and/or image may be recorded by others during the class. Please speak with the instructor if this is a concern for you.

EXTREME CIRCUMSTANCES

The University reserves the right to change the dates and deadlines for any or all courses in extreme circumstances (e.g., severe weather, labour disruptions, etc.). Changes will be communicated through regular McMaster communication channels, such as McMaster Daily News, A2L and/or McMaster email.