**Reflection**

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**What was good about the course?**

Among the classes I've learned so far, I had a lot to learn and it was very helpful to me. I didn't know much about game programming, but through this class, I could make very simple games and experience a lot while working on team projects. Also, it was especially fun to make various functions using VR devices.

**What was bad about the course?**

Rather than being bad, a semester was a little hard. Other classes were tough, and there were many other things to do, so I lacked time. If I had more time, I could have tried many different things.

**How are you going to keep developing your XR development skills after the course (i.e. what will you do after the course)?**

Since I am currently participating in a VR research project, I think this class will really help me a lot. I've been interested in VR since a long time ago, but I'm glad that this class helped me learn more about VR.

**What do you think about the overall difficulty level of assignment?**

The difficulty level was not very difficult for designers who lacked programming knowledge. Perhaps he taught me so well that I could come up with an answer if I thought a little more about doing the assignment. It is not a difficult task for the task itself, but it was very difficult to wear VR and test it when doing VR assignments. I think it took a long time to test because I had severe motion sickness, headache, and dizziness. These problems still seem to be the biggest problem for VR to solve.

**What do you think about the amount of individual homework (i.e. lab assignments)?**

It would be a lie to say that there were fewer assignments. There were a lot of assignments, and there were a lot of things to do as I tried to do both exams and team projects. But as much as I've done, I've learned a lot. It's been a lot of hard work, but I'm proud of it.

**What do you think about the team projects?**

In the team project, I was actually mainly responsible for the asset management, especially the texture of the models and the setting of the value of the matrical default. They were much better at programming than I was, so I could learn how to do this by watching them programming. Also, as a 3D designer, I have increased my knowledge of how to create a good model to use in games.

**What topics would you like to add to or remove from the course?**

The classes were generally solid and well organized, so it didn't really occur to me what to remove. It would have been more fun if VR play could be realized by walking, running, running, and crawling, rather than moving with a controller to solve VR motion. Because of VR motion sickness, moving to the continuous movement of Locomotion was too hard to play.

**Is there anything else that you would like to change in the course?**

I don't really want to change anything. This class was good enough for me and I was satisfied.