name Multimedia Authoring II – Virtual Environments

docent dr. Z. Huang, dr. A. Eliëns

code

credits 6

period autumn

course The subject of the course is virtual environments. The theoretical part treats research aspects and applications of virtual environments. The focus of this course is on the application of intelligent agent technology in the development of virtual environments, for example programming the behavior of avatars and the creation of information services. In the practical part, students will gain experience with the 'intelligent multimedia platform', which offers a combination of logic programming and Web3D, as well as with the design and realization of a virtual environment using this technology.

method lectures/practicum

literature syllabus

exam essay and practicum assignment

prerequisites Multimedia Authoring I, or proficiency with VRML

audience MMC3, IN4, and interested students