

## **Csci 447: Immersive Media**

### **Computer & Information Science**

This course explores the applications, methods, and technologies for the realization of immersive virtual environments. Students will develop virtual reality applications, immersive virtual worlds, and interactive media. Topics include virtual reality, augmented reality, 3D content authoring, motion tracking, and current trends in immersive media.

3 Credits

### **Prerequisites**

- Pre-Requisite: 24 Earned Hours
- Csci 211 or Csci 343

### **Cross-listed Courses**

- [CIS 447: Immersive Media](#)

### **Instruction Type(s)**

- Lecture: Lecture for Csci 447

### **Course Fee(s)**

#### **Computer Science**

- \$50.00

### **Subject Areas**

- [Computer Science](#)

