This course is important for systems engineers to introduce new tools to design, test, and train systems. AR/VR as a tool for collaborative education and training is a new concept and is just now being fully understood. AR/VR is an invaluable platform to use when building or augmenting systems.

Students completing this course will be able to:
- Develop safety protocols, test plans, inclusive design, learning measurements and assessments
- Interpret learning models by developing curricula and designing experiences based on learning models
- Implement student designed learning/training experiences

Topics covered in this course:
- Systems development lifecycle
- AR/VR use cases and development processes
- Developing curricula in social VR worlds
- Evaluation of state-of-the-art training platforms
- Developing safety protocols, test plans, inclusive design

Use AR/VR to enhance systems training and educational experiences.

Questions?

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We recommend registering for Spring 2022 classes by January 11.