

AR/VR Systems Development

SYSE 545
Spring
Dr. Marie Vans

STAT 301/303/315 or equivalent or MECH
231 (Engineering Experimentation);
SYSE 544 recommended

Dr. Marie Vans has academic and industry experience developing virtual reality simulations for education, product introduction, and analytics. Dr. Vans was at HP Labs for more than 20 years and is the author of 55 publications and 35 U.S. granted patents.

Design and implement training and educational systems using AR/VR.

A systems-based approach to utilizing Social Virtual and Augmented Reality as platforms for designing and implementing AR/VR learning experiences.

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 then designing VR experiences
- Implement other 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



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

Questions?

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**We recommend registering for
Spring classes by early January**



SYSTEMS ENGINEERING
COLORADO STATE UNIVERSITY