








INTRODUCTION TO VIRTUAL REALITY (TECS1361)

<p>Introduction</p>	<p>Understand the theories behinds Virtual Reality, Augmented Reality and Mixed Reality. Experience Virtual Reality. Design mobile phone scale VR panorama, game and then use VR in conjunction with GeoGebra to approach Solid Geometry problem in Mathematics.</p> <p>This is not a buy-expensive-equipment-and-software course. We are making VR game from ground up using basic free tools such as Tinkercad, Blender, GeoGebra and Smart Koder.</p>
<p>Programme Type / Level</p>	<p>Introductory Course in Virtual Reality (Token-required)</p>
<p>Instructor(s)</p>	<p>Mr. LAU Kam Ming of Smart Kiddo Education Limited</p>
<p>Pre-requisite</p>	<ul style="list-style-type: none"> ✧ Experience in any form of Coding; ✧ Priority given to Experience in GeoGebra; ✧ Student brings his/her own gyro and accelerometer equipped mobile phone.
<p>Target Participants</p>	<p> <ul style="list-style-type: none"> ➤ S1 – S3 HKAGE student members ➤ Class size: 30 ➤ Priority will be given to student members who are awarded Certificate of Distinction or Certificate of Merit in Creative Geometry with GeoGebra (MATP1331) </p>
<p>Medium of Instruction</p>	<p> English with English handouts</p>
<p>Certificate</p>	<p> E-Certificate will be awarded to participants who have:</p> <ul style="list-style-type: none"> ❖ Attended at least 3 sessions; AND ❖ Completed all the assignments with satisfactory performance
<p>Intended Learning Outcomes</p>	<p> Upon completion of the programme, participants should be able to:</p> <ol style="list-style-type: none"> 1. Understand physics and mathematics behind VR, AR and MR technologies; 2. Use Graphical User Interface and Javascript coding to make VR game; 3. Understand basic 3D modeling and 3D animation techniques; 4. Use Geogebra in conjunction with Smart Koder in approach Solid Geometry problems.
<p>Screening</p>	<p> Please answer the screening question in the online application form.</p> <p>*The screening question is designed to help the applicant understands the course level and the course content. The question must be answered by the student applicant and it can only be attempted once. The answer cannot be changed once the application is submitted. Selection is based on students' performance in answering the question. Only students who can demonstrate motivation and the basic knowledge of GeoGebra and Coding in the screening question can be enrolled in the programme.</p>
<p>Application Deadline</p>	<p>12 Nov 2018 19 Nov 2018</p> <p>Application Result Release Date</p> <p>23 Nov 2018 30 Nov 2018</p> <p>Student members may withdraw from the programme on or before the deadline. Otherwise, the token will be deducted.</p>

Schedule



Session	Date	Time	Venue
1	11 Feb	2:00 p.m. – 5:00 p.m.	St. Paul's Convent School (Secondary Section) ¹ (Classroom to be confirmed)
2	16 Feb	9:00 a.m. – 12:00 noon	
3		2:00 p.m. – 5:00 p.m.	
4	23 Feb	2:00 p.m. – 5:00 p.m.	

¹ Address: 140 Leighton Road, Causeway Bay, Hong Kong ([map](#))

Enquiries



For enquiries, please contact us at 3940 0101 after language selection, press "1".

SCIENCES

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