

國立屏東大學 112學年度第1學期 教學課程綱要

※為保護智慧財產權，請勿非法影印教科書。

班別：國際資訊科技與應用碩士學位學程二年級(B課程學分數：3.00(3.00小時) IA210)

授課老師：蔡安朝(301019)

必選修：選

開課序號	0288																																				
科目名稱	虛擬擴增實境專論(FAB2209)																																				
科目英文名稱	Special Topics on Virtual Reality and Augmented Reality																																				
授課語言	英語/全外語授課																																				
主要教學型態	課堂教學																																				
教學目標	The introduction of the application and implementation method for augmented reality and virtual reality.																																				
每週課程內容及教學方法	<table border="0"> <tr><td>1. Introduction</td><td>Lecture, Lab</td></tr> <tr><td>2. AR Game I (vuforia)</td><td>Lecture, Lab</td></tr> <tr><td>3. AR Game II</td><td>Lecture, Lab</td></tr> <tr><td>4. AR Foundation I</td><td>Lecture, Lab</td></tr> <tr><td>5. AR Foundation II</td><td>Lecture, Lab</td></tr> <tr><td>6. AR Foundation III</td><td>Lecture, Lab</td></tr> <tr><td>7. VR Game I (cardboard)</td><td>Lecture, Lab</td></tr> <tr><td>8. VR Game II(cardboard)</td><td>Lecture, Lab</td></tr> <tr><td>9. Midterm Presentation</td><td>Presentation</td></tr> <tr><td>10. VR Raycast Game I (cardboard)</td><td>Lecture, Lab</td></tr> <tr><td>11. VR Raycast Game II(cardboard)</td><td>Lecture, Lab</td></tr> <tr><td>12. VR Shootung Game I (HTC Vive)</td><td>Lecture, Lab</td></tr> <tr><td>13. VR Shootung Game II (HTC Vive)</td><td>Lecture, Lab</td></tr> <tr><td>14. VR Shootung Game III(HTC Vive)</td><td>Lecture, Lab</td></tr> <tr><td>15. VR360 I (cardboard)</td><td>Lecture, Lab</td></tr> <tr><td>16. VR360 II (cardboard)</td><td>Lecture, Lab</td></tr> <tr><td>17. VR360 III(cardboard)</td><td>Lecture, Lab</td></tr> <tr><td>18. Final Presentation</td><td>Presentation</td></tr> </table>	1. Introduction	Lecture, Lab	2. AR Game I (vuforia)	Lecture, Lab	3. AR Game II	Lecture, Lab	4. AR Foundation I	Lecture, Lab	5. AR Foundation II	Lecture, Lab	6. AR Foundation III	Lecture, Lab	7. VR Game I (cardboard)	Lecture, Lab	8. VR Game II(cardboard)	Lecture, Lab	9. Midterm Presentation	Presentation	10. VR Raycast Game I (cardboard)	Lecture, Lab	11. VR Raycast Game II(cardboard)	Lecture, Lab	12. VR Shootung Game I (HTC Vive)	Lecture, Lab	13. VR Shootung Game II (HTC Vive)	Lecture, Lab	14. VR Shootung Game III(HTC Vive)	Lecture, Lab	15. VR360 I (cardboard)	Lecture, Lab	16. VR360 II (cardboard)	Lecture, Lab	17. VR360 III(cardboard)	Lecture, Lab	18. Final Presentation	Presentation
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核心能力	<ol style="list-style-type: none"> 1. 培養理論與實務並重之資訊專業知識 15% 2. 整合系統開發、系統設計及實務應用能力 50% 3. 優質團隊合作、全球化思考及國際視野之能力 20% 4. 團隊領導與管理能力 5% 5. 獨立思考與研究能力 5% 6. 科技鑑賞與創新能力 5% 																																				
預期學習成果	Students are able to implemente their own application of augmented reality and virtual reality.																																				
與預期學習成果搭配的多元評量	The evaluation include the completeness of the course content in class and homework as well.																																				

主要讀本	NA
參考書目	NA
其他事項	