CS 498 SL - Virtual Reality

Instructors:

This class is taught in alternating semesters by Steve Lavalle and Anna Yershova, who were both involved with Oculus from its beginnings until the Facebook acquisition. As two pioneers at the forefront of the recent VR resurgence, the professors have plenty of first-hand experience with the course material.

Prerequisites:

Like all CS 400-level tech electives, the official prerequisite for the course is CS 225. Not many data structure concepts are explicitly required from CS 225. However, the coding maturity gained from CS 225 allows the student to create a meaningful final project, which accounts for a significant portion of the final grade. A small subset of students taking the course are psychology students with little CS background.

When to Take It:

As a highly popular elective, it's likely that only juniors and seniors will be able to register before spots are full. Take it whenever you feel comfortable working on independent coding projects.

Class Content:

Because the course is still under development, class content is constantly being tweaked based on student feedback as of the Fall 2015 semester. The class covers a wide breadth of all sorts of topics related to the field—computer graphics, tracking systems, and perceptual psychology to name a few. Some topics are briefly covered in one lecture, such as audio or input methods. Compared to most other 400 level electives, the class is focused less on technical content. The course aims to answer the question “Where is the industry heading, and what problems does it need to solve to get there?”

Work:

There are several MPs (4-5 per semester) and 2 midterm examinations. In addition, a final project accounts for a significant portion of the grade. Workload is manageable, as long as the student is on top of the final project. There are more students than lab computers; however, so it may be necessary to work on assignments before the deadline.

Life After:

There are unfortunately no other courses in this field currently offered by the CS department. In fact, there are not many VR courses offered nation-wide.

Other related courses:

Content by label

There is no content with the specified labels