Curriculum

1st year of studies

1st semester St. Pölten UAS	ECTS
Path to Reality	
Exposé	5
Design & Innovation	
Innovation & Creative Problem-Solving	2
Agile Software Life Cycle Management	1
Applied Artificial Intelligence	2
Didactics & Gamification	
Bootcamp	2
Media-Based Instructional Design	3
Development & Implementation	
Object-Oriented Programming	2
Augmented & Virtual Reality in Health, Industry and Education-Related Contexts	5
Audio for Extended Realities	3
Evaluation & Dissemination	
Scientific Writing, Presentation & Dissemination	2
Selected Legal Topics for Developers & Designers	1
Usability & Experience Evaluation	2

2nd semester Saxion UAS	ECTS
Path to Reality	
Low-Fi Prototype	5
Design & Innovation	
Design & Implementation of XR Learning Experiences	5
Didactics & Gamification	
Fundamentals of XR and Learning Theories	5
Principles of Gamification Design	2,5
Business Strategy for Gamification Solutions	2,5
Development & Implementation	
Prototype Development Elective courses: Unfam. Territory, Technical Prototyping, Multimodal Interaction	5
Evaluation & Dissemination	
Research Design	5

2nd year of studies

3rd semester Vidzeme UAS	ECTS
Path to Reality	
High-Fi Prototype	6
Design & Innovation	
Hackathon	3
Development & Implementation	
XR Hardware and Physical Structure	3
Mobile and Web-Based XR Solutions	6
Advanced 3D Modelling within Interactive Environments	6
Geometry Processing & Visualisation	3
Evaluation & Dissemination	
Scientific Publications and Knowledge Transfer	3

4th semester	ECTS
Project Implementation & Evaluation	28
Final Examination	2