Virtual Reality Program Education Outcomes

PEO1: Demonstrate an understanding to the fundamentals of the VR system framework, processes, design, technologies, development tools and equipment used in immersive Virtual Reality (VR) and Augmented Reality (AR).

PEO2: To enable students to demonstrate proficiency in the technologies for multimodal user interaction and perception in VR and AR, the visual, audial and haptic interface and behavior.

PEO3: Have an ability to function independently in multidisciplinary teams with communication skills and professional ethics.

PEO4: Provide expertise in technical workflows associated with common VR and AR platforms and join expanding industry.