

# Virtual Reality Program outcomes

1. 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).
2. 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.
3. Have an ability to function independently in multidisciplinary teams with communication skills and professional ethics.
4. Provide expertise in technical workflows associated with common VR and AR platforms and join expanding industry.