

# University of Pretoria Yearbook 2016

## Virtual environments 774 (IMY 774)

<b>Qualification</b>	Postgraduate
<b>Faculty</b>	<a href="#">Faculty of Engineering, Built Environment and Information Technology</a>
<b>Module credits</b>	15.00
<b>Programmes</b>	<a href="#">Postgraduate Diploma Digital Innovation</a> <a href="#">BISHons Multimedia</a>
<b>Service modules</b>	Faculty of Economic and Management Sciences
<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	1 practical per week, 1 lecture per week
<b>Language of tuition</b>	English
<b>Academic organisation</b>	Information Science
<b>Period of presentation</b>	Semester 2

### Module content

This module exposes students to virtual environments, ranging from fully immersive virtual reality to online virtual worlds. Starting with the notion of reality and how it is simulated, students learn about hardware, software and human factors associated with the creation and exploration of virtual environments. Students are also exposed to VE platforms and techniques, which they use to create a virtual world.

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