



Deutscher Akademischer Austauschdienst
German Academic Exchange Service



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Language course/short course



Gaming for Virtual and Augmented Reality

Technische Universität Berlin • Berlin

Overview

Course location	Berlin
Teaching language	<ul style="list-style-type: none">English
Language level of course	<ul style="list-style-type: none">English: B2
Date(s)	<ul style="list-style-type: none">15 July - 9 August 2024 (Registration deadline of course provider: 19 June 2024)
Information on dates, prices and mode of study	<p>Course fees are as follows:</p> <ul style="list-style-type: none">Student: 2,150 EURWorking professional/Non-student: 2,570 EUR <p>Please note that students will be required to upload proof of their student status (student card/enrolment information) during the registration process.</p>
Target group	<p>This course is designed for current university students, working professionals, and any individuals with an interest in learning about XR, UX, Unity, and user testing.</p> <p>It is suitable for students of media, design, and computer science who are interested in the topic of extended reality.</p> <p>Working professionals are also welcome to take part in the programme.</p> <p>Prerequisite: at least one year of university experience</p>
Description/content	<p>The course addresses the following topics:</p> <ul style="list-style-type: none">What are extended, augmented, virtual, and mixed realities?What tools are used to develop MR (mixed reality) applications, and how can they be set up?Deployment of the app on the phones/tablets of the participants (depending on device capabilities)Introduction to programming for extended reality with Unity (scene set-up, interactions)What is User Experience (UX); what is UX design?UX design and important influencing factors (human/context/system)What is user testing, why is it needed, and what method can be used for testing?Perform a usability test and use the gathered result during the development

Course details

Recognised language exams offered (e.g. DSH, TestDaF, TOEFL) No

ECTS points (max.) 5

Costs / Funding

Dates and costs

- 15 July - 9 August 2024 (Registration deadline of course provider: 19 June 2024), costs: EUR 2,150

This price includes

- Course fees
- Accompanying programme

Information on dates, prices and mode of study

Course fees are as follows:

- Student: 2,150 EUR
- Working professional/Non-student: 2,570 EUR

Please note that students will be required to upload proof of their student status (student card/enrolment information) during the registration process.

Requirements / Registration

Teaching language

- English

Language level of course

- English: B2

Language requirements

Participants of the TU Berlin Summer School must meet the following requirement: B2 level English, or equivalent

Submit application to [Please apply via our application portal.](#)

Services

Is accommodation organised? Accommodation is arranged by the organiser.

Type of accommodation Hotel room (double occupancy)

Is a social and leisure programme offered?	Yes
Description of social and leisure programme	Cultural programme sessions during the week after course hours (museum visits, guided walking tours, minigolf, lake excursions) and at the weekend (trips to other cities, such as Dresden, Potsdam, and Leipzig)
Free internet access	Yes
Support in visa matters	Yes
Pick-up service from train station/airport	No

Contact

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TU Berlin Summer School

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🌐 Course website: <https://www.tu.berlin/en/international/summer-school/summer-school/summer-school-on-campus/gaming-for-virtual-and-augmented-reality>

📘 <https://www.facebook.com/TUBerlinSummer/>

🌐 <https://www.linkedin.com/in/tuberlinsummerschool/>

📷 <https://www.instagram.com/tuberlinsummerschool/>

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International Programmes in Germany - Database

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Editor

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Disclaimer

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