

DESIGN HOUSING & MERCHANDISING (DHM)

DHM 2033 VR and AR for Social Change

Description: Focus on using and applying Virtual Reality (VR) and Augmented Reality (AR) technology through a multidisciplinary approach to solving current societal problems by applying social science practices with innovative technology. Learn how to develop 3D content, and apply these components effectively in VR/AR, form teams, and develop VR projects proposed by current events and conditions of the world. Turn your creative ideas into useful applications. This is a beginner-level course and is open to all students. No prior coding or design experience is required.

Credit hours: 3

Contact hours: Lab: 6 Contact: 6

Levels: Undergraduate

Schedule types: Lab

Department/School: Design & Merchandising

DHM 4001 Design and Merchandising Speakers Colloquium

Description: Seminars presented by distinguished industry professionals. Current issues and implications for the future of apparel and interiors.

Credit hours: 1

Contact hours: Lecture: 1 Contact: 1

Levels: Undergraduate

Schedule types: Lecture

Department/School: Design & Merchandising

DHM 5083 Advanced Virtual and Augmented Reality for Social Change

Description: Explores evidence-based design/research informed design through the use and application of Virtual Reality (VR) and Augmented Reality (AR) technology using a multidisciplinary approach to solve current societal problems by applying social science practices with innovative technology. Learn how to develop 3D content, and apply these components effectively in VR/AR, form teams, and develop VR projects proposed by current events and conditions of the world. Turn your creative ideas into useful applications. This course is open to all graduate students. No prior coding or design experience is required. Same course as EDTC 5703.

Credit hours: 3

Contact hours: Lab: 6 Contact: 6

Levels: Graduate

Schedule types: Lab

Department/School: Design & Merchandising