

Learning Outcomes: VIST 370 – Interactive Virtual Environments

Relevant Careers:

- Information Graphics Designer
- Game Play Programmer
- Games Technical Artist
- Technical Director - Global Technology

Level 1 – Knowledge

- Identify modeling principles and terminology useful in the simulation process.
- Define a methodology for managing small group interactions/projects.

Level 2 - Comprehension

- N/A

Level 3 - Application

- Employ web based technologies as a communication methodology for real time simulation.
- Produce visually appealing models using texture mapping and other techniques.
- Employ a variety of media, including animation, audio, and time based works in the creation of a simulation.

Level 4 - Analysis

- N/A

Level 5 - Synthesis

- Construct accurate simulation models based on physically based processes.
- Assemble GUI's based on a variety of interactive techniques and sensors.
- Develop scripts as a means of extending and exploring real time interactions.

Level 6 - Evaluation

- N/A