Augmented Reality Design and Development

Course Outline

1. Types of Immersive Experiences, Game technologies for creating AR Experiences (3hrs)
2. History and evolution of AR (3hrs)
3. Process of creating immersive user experience – idea to concept (3hrs)
4. Difference between traditional and AR UI Design (3hrs)
5. Usability guidelines for AR (3hrs)
6. Common interaction Techniques, Locomotion techniques (3hrs)
7. Develop simple immersive and interactive experiences (3hrs)
8. Develop effects and sounds for interactive experiences (3hrs)
9. Types of interfaces for AR (3hrs)
10. Types of Interaction Design Process (3hr)
11. Performance considerations (3hrs)
12. Project (3 hrs)

Trainer's Profile

Ngee Ann Polytechnic:

- **Melvin Tan** has been working in the interactive media industry for more than 20 years, with 18 years in the education sector. Melvin is currently the deputy course chair, overseeing 2 Diplomas and a team of lecturers to deliver design, interactive, games and immersive courses. With his passion in teaching, he guided many students to successfully deliver interactive media related projects. He is the expert/judge for World Skills Competition (Web Technologies) and also coached students to winning at National & International levels. Melvin received the Academic Teaching Award twice in his academic career. Prior to joining the education sector, Melvin had worked for companies such as Creative Technology, Development Bank of Singapore, and Dresdner Management Consulting, in the area of Software development, Web and Interactive Media technologies.

- **Donovan Koh Jian Ting** is a programmer/ application developer with 7 years of experience working in various fields such as e-Learning, Augmented Reality and Virtual Reality. He has also been an educator for the past 1 year. Over the years, he has developed various interactive e-Learning courses and innovative AR/VR applications that utilised various technologies.

MAGES Institute of Excellence:

- **Rajesh Chakravarthy** has been working in the education, animation and digital design fields for the past 15 years with 6 years of educational experience at various film and creative media schools. As a lead lecturer he successfully trained students for successful employment in animation and creative arts industry globally. Being extremely passionate about creativity and education he loves to imbue his students with both a good blend of practical and academic knowledge. His strengths include an unrelenting passion for creativity to help his students evolve in the creative field.

- **Jeffrey Jiang** is a programmer/technical director/game designer with 10 years of experience working in game development. He co-founded game studio Touch Dimensions Interactive and shipped 7 games.

- **Luther Chan Haoran** is the founder/CEO/game producer/game developer focusing on creating high quality Flash games for over 10 years. He creates his own games as well as for websites and brands.