

Course title	Code	semester	T+U	credit	ECTS
Augmented Reality		8	3+0	3	4
Prerequisite Courses	None				
Language of the Course	English				
Course Level	Undergraduate				
Type of Course	Optional				
Course Coordinator					
Instructors					
Course Assistants					
The aim of lesson	The aim of the course is virtual reality, one of the technologies of the future, augmented reality, robotic technologies and hologram technology To make students aware of the environment. The ultimate aim of the course students design and develop these environments on their own .				
Course Content	Augmented reality, Augmented reality and virtual reality, Augmented in reality , augmented reality available applications, Augmented reality use in education, Augmented reality book development Game development with augmented reality, Object with augmented reality modelling, Skill training with augmented reality, Augmented reality application development tools, running on Smartphones (PDA) augmented reality scanners, Augmented reality application development running on a smartphone (PDA)				
Course Learning Outcomes	Students who successfully complete this course; 1. Students analyze, design and develop augmented reality environments. 2. Recognizes different applications used in all processes. 3. Designs an augmented reality environment using one of the applications				
Weeks	Topics				
one	Discussing the syllabus and determining the readings				
2	augmented reality				
3	Augmented reality and virtual reality				
4	Disciplines using augmented reality				
5	Existing augmented reality applications				
6	Augmented reality use in education				
7	Augmented reality book development				
8	Game development with augmented reality				
9	Object modeling with augmented reality				
10	Skill training with augmented reality				
11th	Augmented reality app development tools				
12	Augmented reality browsers running on smartphones (PDA)				
13	Augmented reality application development running on a smartphone (PDA)				
14	Project presentations				
15	General evaluation				
General Competencies					
It allows him to grasp and experience the world of augmented reality.					
resources					
Mullen , T. (2011). prototyping augmented reality _ Indianapolis : John Wiley & Sons . Lester , M. (2011). professional augmented reality browsers for smartphones (electronics) source)					
Evaluation System					
The dates, days and hours of the Midterm Exam, Quiz, Final Exam and Evaluations will be announced later, according to the decision of the Faculty Administrative Board.					

WITH PROGRAM LEARNING OUTCOMES											
COURSE LEARNING OUTCOMES RELATIONSHIP TABLE											
	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
LO1	3	3	3	3	3	3	3	3	5	3	4
LO2	3	3	3	3	3	3	3	3	5	3	4
LO3	3	3	3	3	3	3	3	3	5	3	4
LO: Learning Outcomes OP: Program Outcomes											
Contribution Level	1 Very Low		2 Low		3 Medium		4 High		5 Very High		

Relation of Program Outcomes and Related Course

	PO1	PO2	PO3	PO4	PO5	PO6	PO7	PO8	PO9	PO10	PO11
Augmented Reality	3	3	3	3	3	3	3	3	5	3	4