<table>
<thead>
<tr>
<th><strong>Module Code</strong></th>
<th>CS7GV4</th>
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<tbody>
<tr>
<td><strong>Module Name</strong></td>
<td>Augmented Reality</td>
</tr>
<tr>
<td><strong>ECTS weighting</strong></td>
<td>5</td>
</tr>
<tr>
<td><strong>Term</strong></td>
<td>HT (2nd Semester)</td>
</tr>
<tr>
<td><strong>Contact Hours</strong></td>
<td>2 lecture hours per week</td>
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<tr>
<td><strong>Module Personnel</strong></td>
<td>Professor Aljosa Smolic</td>
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**Learning Outcomes**

On successful completion of this module, students will be able to:

GV4LO1 Develop interactive augmented reality applications for both PC based mobile devices using a variety of novel input devices

GV4LO2 Demonstrate a knowledge of the research literature in Augmented Reality for both compositing and interactive applications

**Module Learning Aims**

The aim of this module is to provide students with a solid background in alternative 3D compositing techniques using computer vision with applications in interactive interfaces – most notably augmented reality interfaces on mobile devices.

**Module Content**

Specific topics addressed in this module include:

- 3D vision
- Approaches to augmented reality
- Alternative interface paradigms
- Spatial augmented reality
- Lighting and illumination issues in augmented reality

**Recommended Reading List**

www.cs.tcd.ie/Gerard.Lacey/Gerard_Lacey_Homepage/AR_Course.html

**Module Pre Requisite**

Students must have successfully completed CS7GV1 Computer Vision and CS7GV6 Computer Graphics or equivalent

**Assessment Details**

Coursework: 100%

Coursework will be in the form of 2 individual programming assignments in AR for 70% and a research paper and/or presentation on AR for 30%