

# Ten years of immersive education: a Virtual and Augmented Reality course at postgraduate level

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## FIGURE 1

A Glimpse of more recent editions of the virtual and augmented reality course, showcasing students while creating and testing their prototypes at the VAR Lab.

The Virtual and Augmented Reality course of DETI provides an overview of the main application areas, historical perspective, fundamental concepts, methods, and tools to design, implement, and evaluate VR/AR systems. Also, develop students' abilities to read and evaluate scientific literature, present research findings to an audience, and enhance teamwork skills. Students enrolled, totaling nearly two hundred over the span of ten years, arrive with diverse backgrounds: master's students in informatics, computer and telematics, electrical and telecommunications engineering, industrial automation engineering, computational engineering, digital game development, as well as robotics and intelligent systems.

Essential to the course success is the VAR Lab<sup>1</sup>, located at IEETA, offering students an infrastructure with state-of-the-art equipment, where students can design and develop their works, following a human-centered design methodology. The course's flexibility in proposing projects has fostered an engaging learning environment, motivating students to explore their interests (e.g., stroke rehabilitation, exposure therapy, industrial scenarios, training/education, cultural heritage, entertainment, human-robot interaction), leading to innovative projects, some of them published at conferences and winners of awards down-the-line.

## Reference

[1] <https://sites.google.com/view/varlab/>

