DES 520

Graduate Seminar Schedule

Week	Date	Assignments
1	**26 August** Course Intro & Logistics / Introductions	Selected Presentations
2	**2 September** Project Discussions / Intro to VR, Unity	Project proposal
3	**9 Septem** Unity VRE	Project 3D VRE
4	**16** Intro to scripting	Project Interaction
5	**23** Unity interaction, Materials, Colors	Project aesthetics
6	**30** Teleport, Collisions, Parenting	Project Interaction
7	**7 October** Review / Worsksession	Project Revisions
8	**14** Review / Worsksession	Project Revisions
9	**21** **Midterm Review**	Project Documentation
10	**38** Research paper presentations	Research Paper
11	**4 November** Review paper presentations	Review Paper
12	**11** Project exhibition	Project documentation
13	**28** Project exhibition	Project documentation
14	**25** Final lab	Project submission
15	**2 December**	