



Form no. (11A) Knowledge and skills matrix for a course

Course content	Week	Knowledge	Intellectual skills	Professional skills	General skills
Introduction to VR	1	K10. Current developments in computing and information research. K13. Use high-level programming languages. K17. Show a critical understanding of the principles of artificial intelligence, image, and pattern recognition. K19. Select advanced topics to provide a deeper understanding of some aspects of the subject, such as hardware systems design, object-oriented analysis and design, and artificial intelligence, and parallel and concurrent computing.	I10. Define traditional and nontraditional problems, set goals towards solving them, and observe results. I11. Perform comparisons between (algorithms, methods, techniques...etc). I19. Generate an innovative design to solve a problem containing a range of commercial and industrial constraints.	P14. Specify, design, and implement computer-based systems. P15. Evaluate systems in terms of general quality attributes and possible tradeoffs presented within the given problem. P19. Deploy effectively the tools used for the construction and documentation of software, with particular emphasis on understanding the whole process involved in using computers to solve	G1. Demonstrate the ability to make use of a range of learning resources and to manage one's own learning. G7. Show the use of general computing facilities. G8. Demonstrate an appreciation of the need to continue professional development in recognition of the requirement for life-long learning.
Input Devices	2				
Input Devices	3				
Output Devices	4				
Output Devices	5				
Output Devices	6				
Exam	7				
Computing Architecture for VR	8				
Computing Architecture for VR	9				
Modeling	10				
Programming in VR	11				
Human Factors	12				
Traditional VR Applications	13				
Emerging Applications	14				
Review & project submission	15				
Final Exam	16				

				practical problems.	
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Course Instructor:

Head of Department:

Program Manager: