

COURSE OUTLINE

CMSY-133 Avatars and Virtual Worlds 3 Semester Hours

HOWARD COMMUNITY COLLEGE

Description

This course examines and tests the changing technologies on the web. Students will explore three-dimensional worlds on the internet including panoramic sites, VRML, MOOs, and gaming sites. Students will explore online communities and work with file sharing utilities. Prerequisite: CMSY-126 or CMSY-129.

Overall Course Objectives

Upon completion of this course, the student will be able to:

1. Become familiar with the three-dimensional activities available on the internet and world wide web.
2. Create and use a virtual representation of themselves (an avatar).
3. Use their avatar to visit virtual worlds via their computers.
4. Participate in online chat sessions.
5. Contribute virtual building elements to the class space in AlphaWorld.
6. Explore the use of robots and other automatic programs on the web.

Major Topics

- I. Introduction to Avatars and Virtual Worlds
- II. Symbols and Icons
- III. Avatar Development – Representing Yourself
- IV. Moving in 3D Space
- V. Manipulating Objects in Virtual Space
- VI. Virtual Communities
- VII. Interacting with Bots
- VIII. Avatar Development
- IX. Participating in Live Events
- X. Personal Spaces on the Web
- XI. Omniscient Mode
- XII. Gaming and SF Influences in Virtual Space

Course Requirements

Grading/exams: Grading procedures will be determined by the individual faculty member but will include the following: quizzes, projects, and papers.

Other Course Information

In order for students to receive a passing grade, they must spend significant time working on projects outside of the classroom. This will require time on a computer either at home or at school. If students are not able to do this, they should consider changing to audit status.