



July 1st
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July 13th 2024

COURSE OBJECTIVES

- To explore, design and implement creative and innovative interactions in virtual, augmented and mixed environments
- To understand specific user’s needs for dance, music and painting in virtual environments using a CAVE or an HMD
- To build an intuitive experience, with appropriate tools to quickly prototype a 3D environment and design flow of interactions
- To follow well-known principles in 3D UI: guidance and assistance
- To acquire a cultural basis on digital art experience in virtual / augmented reality

TECHNICO-CULTURAL OUTINGS EACH WEDNESDAY

- One day in Paris
- One day in Lille

PROGRAM

Sunday 30th June	Monday 1st July	Tuesday 2nd	Wednesday 3rd	Thursday 4th	Friday 5th
Transfer from Roissy airport to Compiègne Welcome at the international residence	3D Interaction in VE	Perception and action	Technico-cultural outing	From interaction to presence : experiencing art	VR Interfaces
	Lunch	Lunch		Lunch	Lunch
	CAVE platform visit	Designing a creative interaction		Designing a creative interaction	Designing a creative interaction

	Monday 8th	Tuesday 9th	Wednesday 10th	Thursday 11th	Friday 12th
Weekend	3D real time rendering	Dancing with VR interfaces	Technico-cultural outing	Sound music movement interactions	Natural user interfaces and intelligent VE
	Lunch	Lunch		Lunch	Lunch
	Developing a creative interaction	Developing a creative interaction		Developing a creative interaction	Testing a creative interaction Open experimentations
				Written exam	Final Banquet

PREREQUISITES

- Bachelor or master degree in Computer sciences or art
- Good skills in programming in C++/C#

COURSE ASSESSMENT

This summer school allows the student to obtain 3 ECTS credits. Final grade is calculated from three exams / projects, with the following breakdown:

- Theoretical knowledge examination (1h, multiple choice quiz) (30%)
- Discovery report (1-2 pages) (10%)
- Supervised team project on virtual reality (60%)

WHO WILL BE YOUR INSTRUCTOR ?

Indira Thouvenin obtained her PhD in Biophysics at University UPMC, Paris in 1989. Since 2001 she is a Professor at CNRS Heudiasyc Lab, University of Technology Compiègne, France. Her work focuses on adaptive feedback between human and system, in virtual, augmented, mixed environments, considering the user's state, attention and intention.



Indira Thouvenin

More information and Application procedure on the UTC website, international page : <https://www.utc.fr/en/international-relations/international-mobility/incoming-mobility/>

Deadline // applications must be received by **April 30, 2024**

Cost // **2500€*** including accommodation into the Compiègne Business University Residence

* To be eligible for the exchange student rate, a partnership must exist between your university and UTC. Kindly contact your mobility coordinator for more information.

Contacts

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