



CERTIFIED AUGMENTED & VIRTUAL REALITY PROGRAM



CONTENTS

1. Introduction to AR & VR
2. Why Choose Chools?
3. Who Can Apply?
4. Program Overview
5. Objectives and Outcomes
6. Skills Learned
7. Job Positions and Opportunities
8. Key Industry Verticals
9. Program Outline
 - Stage 1: Fundamentals of AR & VR
 - Stage 2: Advanced AR & VR Development
 - Stage 3: Practical Applications
 - Stage 4: Special Topics
 - Elective Modules
10. Enrollment Information



INTRODUCTION TO AR & VR

Welcome, future AR & VR developer! The Certified Augmented & Virtual Reality program at Chools provides comprehensive training on AR and VR technologies, creating immersive and interactive digital experiences. AR overlays digital information or objects on the real world, while VR creates simulated environments that users can explore and interact with. This course will teach you how to build new immersive experiences in AR and VR





Why Choose Chools?

Numbers That Speak for Themselves:

- 10,000+ Successful Alumni: Join a network of impactful professionals.
- 95% Job Placement Rate: Secure your future with Chools' proven track record.
- 20+ Years of Excellence: Trust in a legacy of education and industry expertise.
- 200+ Industry Partnerships: Leverage our connections for real-world insights and opportunities.

What Sets Us Apart?


- **Expert Instructors:** Learn from industry veterans with hands-on experience.
- **Hybrid Learning Model:** Balance online flexibility with in-person engagement.
- **Comprehensive Curriculum:** Stay ahead with courses designed meet market demands.
- **Community and Networking:** Be part of an active community of learners and professionals.

Who Can Apply?

Eligibility Criteria:

- Educational Background: A bachelor's degree in any subject, preferably with a STEM background.
- Skills: Good command of English.



- 
- **Knowledge:** Some prior knowledge of AR and VR concepts and tools.
 - **Passion:** A passion for creativity and staying updated on trends.

Program Overview

The Certified Augmented & Virtual Reality Program at Chools provides an extensive education in AR and VR technologies. Our curriculum covers a wide range of topics to ensure a thorough understanding, combining theoretical knowledge with practical, hands-on experience.

Learning Mode:

- **Hybrid Learning Model:** Combines online learning with in-person sessions for flexibility and interactive engagement.
- **Interactive Sessions:** Includes live webinars, workshops, and Q&A forums with expert instructors and peers.
- **Self-paced Learning:** Access course materials anytime, allowing you to learn at your own pace.



Skills Learned

- **AR & VR Fundamentals:** Understanding core AR and VR concepts and technologies.
- **AR Development:** Creating and overlaying digital information on the real world.
- **VR Development:** Building and exploring simulated environments.
- **3D Modeling:** Creating and manipulating 3D models for AR and VR.
- **User Experience Design:** Designing intuitive and engaging user experiences for AR and VR.
- **Programming Languages:** Proficiency in languages such as C#, Unity, and Unreal Engine.
- **Security and Usability:** Implementing security measures and ensuring usability in AR and VR applications.

Job Positions and Opportunities

- **Career Paths:** AR Developer, VR Developer, Immersive Experience Designer, 3D Modeler, AR/VR Consultant, Interactive Media Developer
- **Industry Demand:** High demand across various sectors, competitive salaries, and strong growth potential.

Key Industry Verticals

- **Skill Application Areas:** Technology, Finance, Healthcare, Retail, Marketing, Telecommunications, Education, Logistics and Supply Chain, Government and Public Services

Curriculum Highlights:

- **Fundamental Knowledge:** Core principles of AR and VR technologies.
- **Advanced Techniques:** In-depth understanding of AR and VR development and best practices.
- **Real-World Applications:** Practical projects and case studies.
- **Professional Development:** Continuous learning and networking opportunities.

By completing the Certified Augmented & Virtual Reality Program at Chools, you'll gain the skills, knowledge, and experience needed to excel in AR and VR development, positioning yourself as a valuable asset to any organization

Program Objectives

- Master technical skills in AR and VR development.
- Implement best practices for designing, developing, and managing AR and VR applications.
- Explore various AR and VR platforms and tools.
- Address real-world challenges in AR and VR development.
- Understand best practices in AR and VR security, usability, and innovation.
- Foster continuous learning.
- Encourage creativity and innovation.
- Prepare for advanced roles in AR and VR development.

Expected Outcomes

- Proficiency in AR and VR development tools and techniques.
- Practical experience through hands-on projects.
- Strong analytical and problem-solving skills.
- Application of best practices in AR and VR development.
- Innovation in immersive digital experiences.



PROGRAM OUTLINE

Stage 1: Fundamentals of AR & VR

1. Introduction to AR & VR

- o Core principles and concepts of AR and VR technologies.

2. History and Evolution of AR & VR

- o Key milestones and breakthroughs in AR and VR development.

3. AR & VR Platforms and Tools

- o Exploring major AR and VR platforms: Unity, Unreal Engine, etc.

4. Basic AR Development

- o Creating and overlaying digital information on the real world.

5. Basic VR Development

- o Building and exploring simulated environments.

Stage 2: Advanced AR & VR Development

6. Advanced AR Development

- o Creating complex AR applications.

7. Advanced VR Development

- o Developing complex VR applications.

8. 3D Modeling for AR & VR

- o Creating and manipulating 3D models for AR and VR.

9. User Experience Design for AR & VR

- o Designing intuitive and engaging user experiences.

10. AR & VR Security and Usability

- o Ensuring security and usability in AR and VR applications.

Stage 3: Practical Applications

11. Hands-on AR Projects

- o Real-world AR development projects.

12. Hands-on VR Projects

- o Real-world VR development projects.

13. Integration of AR & VR with Other Technologies

- o Combining AR and VR with AI, IoT, and more.

14. Creating Immersive Experiences

- o Designing immersive AR and VR experiences.

15. AR & VR Usability Testing

- o Conducting usability tests for AR and VR applications.

Stage 4: Special Topics

16. AR & VR in Education

- o Developing educational AR and VR applications.

17. AR & VR in Healthcare

- o Exploring AR and VR applications in healthcare.

18. AR & VR in Marketing

- o Utilizing AR and VR for marketing and advertising.

19. AR & VR in Entertainment

- o Developing AR and VR applications for gaming and entertainment.

20. AR & VR in Real Estate

- o Implementing AR and VR in real estate and architecture.

Elective Modules

21. Data Ethics and Privacy

- o Ethical considerations and compliance in AR & VR.

22. AI Integration with AR & VR

- o Combining AI with AR and VR technologies.



PROGRAM OUTLINE

21. Cloud Computing for AR & VR

- o Using cloud platforms for AR and VR applications.

22. AR & VR Project Management

- o Leading and managing AR and VR projects.

23. Future Trends in AR & VR

- o Exploring the latest trends and future directions in AR and VR.

Enrollment Now Open!

Take the first step towards becoming a certified augmented and virtual reality professional. Enroll in our Certified Augmented & Virtual Reality Program and enhance your career with Chools.