

Virtual, Augmented and Mixed Reality Training Course

Intensive One Week Introduction and Hands-on Training Leading to a SMARTlab Certificate in XR Level 1

with an additional

Open session for the community

on Thursday 28TH February, 7-8pm

Led by Globally Renowned XR Trainer Zi Siang See and Multimedia Expert Haireena Ooi, in residence from SMARTlab Australia (@the University of Newcastle)

25th Feb to 1st March 2019

Location: SMARTlab Skelligs
c/o Cahirsiveen Library, Main Street, Cahirsiveen
Times: 10am-5pm daily

Day 1)

Lecture Demonstrator: XR for Research, Training and Community Impact

Virtual Reality and Augmented Reality: Introduction

Theory, history, application, use cases and demonstration

AR Basics with Layar

Day 2)

Basic XR Tools

Virtual Reality 360 workflow

Unity: Basic level design

Day 3)

Design; Applications:

AR Visual Programming (Intermediate)

Combining multiple platforms for mobile AR (Unity, Vuforia, Android-studio)

Prototyping and development

Day 4)

Design; Applications: Virtual Reality Visual Programming (Intermediate)

Combining multiple platforms for room-scale VR (Unity, SteamVR-based device)

Prototyping and development

Day 5) Advanced Demonstration: XR - Demo Unity of Lighting, Terrain, Custom UX with Hands VR

Participants showcasing their projects, review, discussion on future projects

Monday 25th Feb evening Lecture/Demo by Zi on his previous work (Additional guests welcome)

and

Thur 28th Feb 7-8pm: Evening Open Session demonstrating practical projects developed to concept stage during the week.



Background: Upon completion of this training, the student should be able to:

- 1) Gain a working knowledge of fundamental AR and VR methods and techniques.
- 2) Be able to demonstrate knowledge of AR and VR methods by explaining certain features or aspects of the creation process.
- 3) Describe how the techniques would be applied to particular problems and use cases.
- 4) Develop competency in the visual programming of AR and VR.
- 5) Gain practical experience through the assignments to understand what is involved in designing and implementing a functional AR and VR system.

A Certificate of completion will be issued by SMARTlab for those who participate in the full week and produce a design concept for a prototype.



Zi Siang See (See, Zi Siang)

Specialization in Virtual Reality & Augmented Reality User Experience
Developed an "AR and VR Pillar" workflow for exhibition technique Virtual Reality Exhibition/Museum for Electronic Cultural Atlas Initiative (ECAI)
Customized a VR360 workflow for Disaster Relief
Developed a MOOC focused on AR VR context

Key Publications

Virtual Reality (Journal publication by Springer)
SIGGRAPH Asia Mobile Graphics and Interactive Applications

Key Presentations and Demonstrations

TEDx, SIGGRAPH Asia Mobile Graphics and Interactive Applications
Developed or co-managed over five AR/VR-themed exhibitions
Clientele (Creative Advertising and Multimedia) since 2004
McDonald's, Lafarge, BASF, Servier, AirAsia, ECO World, Capitaland
Creative Agency Industrial Collaboration since 2004
Leo Burnett, DDB (DDBO, Naga DDB), Saatchi & Saatchi Arachnid
Research Collaboration (Long-term)
SMARTlab, University College Dublin, Ireland
Empathic Computing Lab, University of South Australia
Centre for Research-Creation in Digital Media, Sunway University, Kuala Lumpur
School of Built Environment, University of Reading
Asia-Pacific Spation Temporal Institute, National Chengchi University, Taiwan
Academic Appointment and Research Experience
University of Newcastle
University of South Australia (visiting)
Universiti Tunku Abdul Rahman



Wooi Har, Ooi (Haireena)

Technical interest in emerging technologies and user experience design for Augmented Reality (AR) and Virtual Reality (VR)
Over 14 years of contribution and experience in SAP and IT-based implementation projects, roll out projects and operational support environment in various SAP modules (HR, FI, CO, SD, MM, WM, GTM, Warranty, PS)
Comprehensive knowledge of SAP guidelines and best practices and skilled with the techniques of system analysis, design, development, testing and trouble shooting.
Well-rounded technical capability in ABAP development including dialog programs, ABAP objects, ALV reports, user exits, enhancements, BADIs, SAP scripts Smartforms, BDC's, LSMW, BAPI, workflow and webdypro.
Experienced in leading and developing onshore and offshore/remote SAP teams.
Positive mindset in motivating teammates, developing rapport with project clients/stakeholders, and resolving management-related conflicts.
Analytical and problem solving mind-set for supporting multi-national organizational requirements.
Certified Lean Six Sigma Green Belt and familiar with Lean Six-Sigma (LSS) methodology for improving performance of a subject matter by systematically removing waste and reducing variation.
Worked in international consulting firms - Deloitte Consulting (SEA) and ABeam
Worked in multi-national corporations - SGL Carbon and Averis

