**The name of the academic discipline:**

**“Immersive technologies in physical and mathematical education”**

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| **Specialty code and name** | 7-06-0113-04 Physical and Mathematical Education |
| **Year of study** | 1 |
| **Semester of study** | 1 |
| **Number of in-class academic hours:** | 34 |
| **Lectures**  **Seminar classes**  **Practical classes**  **Laboratory classes** | 14 |
| - |
| - |
| 20 |
| **Form of the current assessment (*credit/ graded credit /exam*)** | exam |
| **Number of credit points** | 3 |
| **Competences** | Be able to adapt and modify the content, methods, and teaching aids taking into account the special educational needs of students on a diagnostic basis. |
| **Summary of the academic discipline:**  Theoretical foundations of immersive technology. Basic concepts and definitions of virtual and augmented reality technologies. Functional capabilities of modern applications and environments with immersive content. Basics of working in Power Point, Paint 3D, Visio, Photoshop. Working in the Unity application. | |