# 朝陽科技大學 097學年度第2學期教學大綱
# Virtual Reality Applications in IEM 虛擬實境在工業工程之應用

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| 當期課號 | 7163 | Course Number | 7163 |
| 授課教師 | 鄭宗明 | Instructor | CHENG,TZONG MING |
| 中文課名 | 虛擬實境在工業工程之應用 | Course Name | Virtual Reality Applications in IEM |
| 開課單位 | 工業工程與管理系碩士班二A | Department | |
| 修習別 | 選修 | Required/Elective | Elective |
| 學分數 | 3 | Credits | 3 |
| 課程目標 | 本課程將介紹應用虛擬實境技法於製造工程與製造管理之概念。 | Objectives | This course introduces the general concepts that implement VR onto the area of manufacturing engineering and management. |
| 教材 | 1. 教科書<br>2. 數位教材<br>3. VR軟體 | Teaching Materials | Taxtbook<br>Electronic Media<br>VR package |
| 成績評量方式 | 期中考 20%<br>期末考 20%<br>期末專題 60% | Grading | Midterm 20%<br>Final 20%<br>Term Project 60% |
| 教師網頁 | | | |
| 教學內容 | 虛擬實境科技爲當今新興之研究領域，其應用之廣泛以及實作之效能已經引起各界之重視。虛擬之本質即是建立一以電腦實體模型爲呈現基礎之實況模擬機制，於是基於此前題，軍事、醫學、教育、工程、娛樂與商業之用途已經廣爲開發。然而早期VR系統之功能仍有相當進步之空間，本課程即嘗試探討應用VR於製造工程之模擬與管理之可行性及其相關技術。 | Syllabus | Virtual reality (VR) has been a thriving research topic in all aspects of academic disciplines in recent year; its ability on enhancing and extending the reality has also gained wide recognitions and acceptance. VR is basically a simulation and emulation mechanism that processes realistic-based computations and presents computer-generated images. Applications in VR have stretched across military, medicine, education, engineering, entertainment and business areas. This course tries to implement the concept of VR onto the area of manufacturing engineering and management. Related issues and topics are covered and thoroughly discussed. |

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