A Virtual Computer Science University



Cosc 729 /Spring 2012

Instructor: Dr. Sharad Sharma

Students:

- 1. Kevinson Ahuejere
- 2. Timothy Oladunni

Goals And Objective

A virtual Computer Science University:

- Gives a prospective students and faculties a proper assessment of the university
- Makes the university more accessible to the public

Implementation Tools

- ■Virtual Reality Modeling Language
- 3DMax Design Application
- Virtools 5.0 Design Application
- Cortona Web Player

Why virtual reality is the appropriate technology

- Immersion
- Imagination
- Interaction

Computer Science Department Bowie State University



Figure 1 shows the physical structure of the main building.

HallWay



Figure 2 shows some students walking on the hallway

Class Room



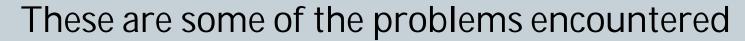
Figure 3 shows a classroom

Computer Labs



Fig. 4 shows a computer lab of the university

Problems



- 1. Time
- 2. Limited personnel

Shortcomings

 The project only shows one classroom and one laboratory, with more time we could have shown more class rooms and laboratories.

Recommendation

- Provision should be made for more students
- Office of faculties should be shown

