

Vyz Virtual Cultural Heritage Syllabus

Section, Variable Credits

Friday, 11-11:50 am, Hinman 214

Instructor Information

Instructor
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Drop-in Hours & Location
Hinman 214, T 10-11.

General Course Information

Description

Use 3D lidar scans and photogrammetry to create virtual reality versions of world heritage sites and develop an interactive online library to house the VR collections. The project expands on a VR development program embedded in Study Abroad programs in Greece and Italy, leveraging existing data and projects that need further development. The team will enable all GT students to work on computational media for cultural heritage and create virtual museums of geographically isolated artifacts and archaeological sites.

Issues Involved:

1. Transparency of evidence among the hypotheses. By providing reconstructions overlaid on the photogrammetric data, we will ensure that the amount of evidence among the hypothesis is appropriately communicated.
2. Variability. Uncertainty will be communicated with variable reconstructions that will highlight the range of possibilities.

Methods and Technologies:

- Digital documentation, photogrammetry, lidar scanning
- Digital modeling, parametric modeling
- VR environments, C# programming for interactivity

Pre- &/or Co-Requisites

There are no pre-requisites or co-requisites for this course.

Course Goals and Learning Outcomes

By the end of this course sequence, students will be able to:

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1. Identify design principles of ancient architecture in different buildings.
 2. Document historical architecture and transfer data from point clouds captured on site on architectural drawings on paper.
 3. Generate a set of reconstruction drawings including plans, elevations and sections based on a few key components.
 4. Appreciate the complexity of design in practice and the scope of variability of parameters within a few invariables.
 5. Communicate architectural ideas to the public in interactive and immersive ways.
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- Synthesize components of evidence and hypothesis in a model and convey the degree of one among the other.
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Course Requirements & Grading

VIP teams function like real-world project teams. Members work on different aspects of a shared project, ranging from sophomores to graduate students, and from first-time participants to those with multiple semesters of experience. Students may enroll for variable credit hours, which are considered in grading. **Note:** Zero-credit enrollment is reserved for paid participants and follows the same grading criteria.

Grading Overview

Each student is evaluated across three core areas, with three mandatory requirements. Regardless of role or experience, students must demonstrate achievement in all three areas:

1. Documentation and Records (33%)

- Maintain individual documentation (required).
- Contribute to team documentation: VIP MS Team Collaboration Space

2. Personal Contributions (33%)

- Complete assigned modules and reports.
- Engage actively in the project.
- Pursue knowledge relevant to the project.
- Contribute to technical progress.
- Experienced members may also contribute to project management.

3. Teamwork and Interaction (33%)

- Participate in peer evaluations. Failure to submit results in a full letter grade deduction.
- Attend meetings on time.
- Collaborate toward team goals.
- Coordinate and assist teammates.
- Contribute to team presentations.

Grading Scale

Your final grade will be assigned as a letter grade according to the following scale:

A	90-100%
B	80-89%
C	70-79%
D	60-69%
F	0-59%

Course Materials

Materials/Resources

Software: Rhino, Meshlab, Unity

Readings: posted in canvas or MSTeams

Course Website and Other Classroom Management Tools

Team and individual members' contributions, including links to codes in GitHub are posted in the class notebook in MS Teams.

Peer evaluations are administered by the VIP Program [Click Here](#) to access peer-evaluations from off campus. [Click here](#) to access from on campus. You will be prompted to sign in. Users can only log in from

on campus or via [VPN](#). Students can only access the peer evaluation portion of the system during active evaluation periods.

Course Policies, Expectations, & Guidelines

VIP is a collaborative, multidisciplinary, project-based learning and research experience. Your success in this course depends not only on your technical contributions but also on your active engagement with your team and the broader learning process.

Your Role in the Learning Process

As a VIP student, you are expected to:

- Take initiative in exploring and applying knowledge relevant to your project.
- Collaborate effectively with team members across disciplines and experience levels.
- Document your work thoroughly.
- Reflect on your learning and contributions throughout the semester.

This course is a real-world team environment, where learning is dynamic, self-directed, and collaborative. Your growth depends on your willingness to engage, contribute, and learn from others.

Team Meetings and Participation

Attendance and active participation in **team meetings** and **sub-team meetings** are required. These meetings are essential for:

- Coordinating project tasks and timelines.
- Sharing progress and receiving feedback.
- Learning from peers and mentors.
- Contributing to team decisions and direction.

Failure to attend meetings without valid reason may negatively impact your grade and your team's progress. If you anticipate missing a meeting, communicate with your team and advisor in advance.

Use of External Resources

You are encouraged to consult external sources to support your learning and project work. However:

- **Do not present someone else's work as your own.**
- Always **cite and reference** external materials used in your notebook, code, presentations, or other deliverables.
- Proper attribution is essential to maintain transparency and integrity in a collaborative research environment.

Academic Integrity

Georgia Tech aims to cultivate a community based on trust, academic integrity, and honor. Students are expected to act according to the highest ethical standards. [Review Georgia Tech's Honor Code](#) and the [student Code of Conduct](#).

Any student suspected of cheating or plagiarizing on a quiz, exam, or assignment will be reported to the Office of Student Integrity, who will investigate the incident and identify the appropriate penalty for violations.

Accommodations for Students with Disabilities

If you are a student with learning needs that require special accommodation, [contact the Office of Disability Services](#) (404-894-2563) as soon as possible to make an appointment to discuss your special needs and to obtain an accommodations letter. Please also e-mail me as soon as possible in order to set up a time to discuss your learning needs.

Attendance and/or Participation

Attendance and Participation in the team and sub-team meetings are a prerequisite for the smooth collaboration of the team. If students need to miss a meeting, it's their responsibility to contact their subteam leader, update them on their contributions or questions, and catch up with the team's progress.

Extensions, Late Assignments, & Re-Scheduled/Missed Exams

Students need to declare ahead of time if they have conflicts and cannot meet the team deadlines.

Inclement Weather and Digital Learning Days

During Inclement Weather and Digital Learning Days, meetings will be held online in MS Teams.

Student-Faculty Expectations Agreement

At Georgia Tech, we believe that it is important to strive for an atmosphere of mutual respect, acknowledgement, and responsibility between faculty members and the student body. [The Student-Faculty Expectations](#) articulate some basic expectations that you can have of me and that I have of you. In the end, simple respect for knowledge, hard work, and cordial interactions will help build the environment we seek. Therefore, I encourage you to remain committed to the ideals of Georgia Tech while in this class.

Student Use of Mobile Devices in the Classroom

Students are encouraged to bring their laptops or smartphones in class to share their progress on the project. No other work should be completed during class meetings.

Additional Course Policies

VIP Room and Equipment Use Policy

VIP rooms and equipment are shared resources used by multiple teams. To ensure a productive and respectful working environment, the following rules apply:

1. Room Usage Priorities

Room use is prioritized as follows:

1. Scheduled team meetings, lectures, and learning modules
2. Weekly sub-team meetings (multiple groups may share the space)
3. Video conferences or special meetings with VIP stakeholders
4. Other project-related work (multiple groups may share the space)

Room schedules are available on the VIP website.

Note: A “good neighbor” policy applies—students may use rooms during other activities as long as they do not cause disruption. Quiet individual work or studying is allowed when it does not interfere with scheduled uses. Similarly, multiple groups may use a VIP room at the same time.

2. Cleanliness and Conduct

- Everyone is responsible for keeping rooms clean.
- Food is allowed, but spills must be cleaned immediately.
- **Gum must be disposed of properly—do not stick it under desks or on carpets.**
- Rooms are monitored by cameras; violations may be reviewed via video.

3. Equipment Use

- Equipment may be designated for general use or assigned to specific teams.
 - General use examples: Projector in Klaus 1440, monitors in VL 465 and VL 463B.
 - Equipment assignments may change each semester.
- If unsure about equipment access, contact: vip-request@ece.gatech.edu
- Use equipment only for its intended purpose. Misuse may pose safety risks.

Important Equipment Rules:

- Equipment may not be removed from VIP rooms without a signed loan agreement approved by a VIP Director.
- You are financially responsible for any equipment not returned in good condition.
- You must know how to operate equipment safely. Approval to use equipment does not imply safety training has been provided.

4. Computer Accounts

- Accounts are for individual use only—do not share with others.
- All usage must comply with Georgia Tech, USG Board of Regents, and State of Georgia policies.
- Respect privacy and data integrity. Having access to a file does not mean you are authorized to read or modify it.

5. BuzzCard Access

- Access is a privilege and is logged.
- Rooms are under video surveillance. In cases of theft, vandalism, or messes, logs and footage will be reviewed.
- Do not allow unauthorized individuals into VIP spaces.
- Always secure the room (close the door) when leaving.

Campus Resources for Students

Undergraduate Student Academic Success Resources:

A list of resources for undergraduate students' academic success and information about advising can be found at [Success at Tech](#).

- 1:1 Tutoring: Students looking for additional assistance outside of the classroom are advised to consider working with a peer tutor through Knack. Georgia Institute of Technology has partnered with Knack to provide students with access to verified peer tutors who have previously aced this course. To view available tutors, visit gatech.joinknack.com and sign in with your student account.

Graduate Student Academic and Professional Success Resources:

A list of resources for graduate students is given on the [Office of Graduate and Postdoctoral Education](#) website. Specific information for [current graduate students](#) includes

- [Academic Resources](#) such as the Communications Center, Language Institute, Library, Catalog, Registrar, resources for conducting research, Advocacy and Conflict Resolution resources, and how to manage unexpected situations that may impact your academic performance;
- [Student Resources](#) such as Campus Services, Child Care/Family programs, Health & Wellness, Career Services, and the Student Resource Guide; and
- [Professional Development](#) such as the programming from the Career Center and other professional development resources and events”]

Student Well-Being:

At Georgia Tech, we are concerned about your overall physical, social, and mental well-being. A [comprehensive list](#) of wellness related resources has been compiled and maintained by the Office of the Vice President for Student Engagement and Well-being ([student-resource-guide \(gatech.edu\)](http://student-resource-guide.gatech.edu))