

## Course

# VAE - Virtual Acoustic Environments (VAE)

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### ^ General information

<b>Long name</b>	Virtual Acoustic Environments (VAE)
<b>Approving CModule</b>	<a href="#">VAE MaCSN</a> , <a href="#">VAE MaMT</a> , <a href="#">VAE MaTIN</a>
<b>Responsible</b>	Prof. Dr.-Ing. Christoph Pörschmann Professor Fakultät IME
<b>Level</b>	Master
<b>Semester in the year</b>	summer semester
<b>Duration</b>	Semester
<b>Hours in self-study</b>	114
<b>ECTS</b>	5
<b>Professors</b>	Prof. Dr.-Ing. Christoph Pörschmann Professor Fakultät IME  wissenschaftliche Mitarbeiter Akustik (derzeit: Arend, Lübeck, Dziwis, Bau)
<b>Requirements</b>	Know-how on Acoustics and audio signal processing
<b>Language</b>	English
<b>Separate final exam</b>	Yes

## Final exam

### Details

The results of the student project, the presentation and of the demonstration play a relevant role.

### Minimum standard

A simple system from the field of virtual acoustic environments could be set up, put into operation and tested with the help of the following tools (with assistance)

## Exam Type

The results of the student project, the presentation and of the demonstration play a relevant role.

## ^ Lecture

### Learning goals

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#### Knowledge

The basic concepts of headphone-based or loudspeaker-based VR-systems are introduced

### Expenditure classroom teaching

Type	Attendance (h/Wk.)
Lecture	1
Tutorial (voluntary)	0

### Separate exam

none

## ^ Project

### Learning goals

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#### Knowledge

In one specific topic of Virtual Acoustic Environments the students shall get deep know-how on the technology and apply it to a practical problem and present the results

### Expenditure classroom teaching

Type	Attendance (h/Wk.)
Project	1

## Separate exam

none