

## Registration form for COMPUTE course “Virtual Reality in computational research”

The course “Virtual Reality in computational research” will be given in the second study period of the spring term 2018 (March 19, 2018 – June 3, 2018). Students of all backgrounds are invited to register for the course. Experience with programming is required. More details about the course can be found at the COMPUTE website <http://cbbp.thep.lu.se/compute/Courses.php>.

Spaces in the course are limited (< 10) due to space limitations in the labs. A selection will be made based on the answers given below, with a strong emphasis on applicants bringing data that likely can be incorporated into the Unity engine, and having thought about the potential benefits of Virtual Reality visualisation. Please return this form by **Monday 5 March 2018**. You must be enrolled in the COMPUTE research school to register for the course; please check the COMPUTE website for instructions on how to join the research school.

Name:

E-mail:

Phone:

Department:

Enrolled as PhD student in faculty:      N      LTH      Other:

I have an operational laptop:      Yes      No

Supervisor(s):

E-mail of main supervisor:

Date, signature: (PhD student)

Date, signature: (supervisor)

Please send the signed form by e-mail to Oscar Agertz ([oscar.agertz@astro.lu.se](mailto:oscar.agertz@astro.lu.se)) or by internal mail to Oscar Agertz, Astronomi, HS 25.

Turn page  
for more questions  
→

I have knowledge of the following programming languages:

Briefly describe the computational research data you would bring to the course:

How could advanced visualisation (via e.g. Virtual Reality) benefit your research?