



Course program and reading list

Semester 1 Year 2024

School: Lauder School of Government, Diplomacy & Strategy M.A

AI and VR Simulations

Lecturer:

Prof. Alex Mintz mintz.alex@runi.ac.il

Teaching Assistant:

Mr. Ilia Utochkin ilia.utochkin@post.runi.ac.il

Course No.:	Course Type :	Weekly Hours :	Credit:
4977	Lecture	3	3

Course Requirements :	Group Code :	Language:
Final Paper	240497700	English



Course Description

This course is a survey of artificial intelligence and virtual reality simulations in government.

Students will also learn how to conduct simulations using the HuddleAI software, the DScan+ software and Unity.



Course Goals

The goal of this course is to familiarize students with simulations in geopolitics, crisis situations, conflict resolution, emergency response, defense, healthcare, and homeland security.



Grading

Active Participation: 10%

Project: 90% (due last day of class)



Lecturer Office Hours

By Appointment:

mintz.alex@runi.ac.il



Tutor Office Hours

Ilia Utochkin

ilia.utochkin@post.runi.ac.il



Teaching Assistant

Ilia Utochkin



Additional Notes

Course requirements: team project (a proposed project)



Reading List

Virtual reality-based conflict resolution: The impact of immersive 360° video on changing viewpoints and moral judgment in the context of violent intergroup conflict

<https://journals.sagepub.com/doi/full/10.1177/14614444821993133>

Young Generations' Hopelessness Perpetuates Long-term Conflicts

https://www.researchgate.net/publication/346888350_Young_Generations'_Hopelessness_Perpetuates_Violent_Long-term_Conflicts

The Ethics of Immersive Journalism A rhetorical analysis of news storytelling with virtual reality technology

https://www.researchgate.net/publication/346888350_Young_Generations'_Hopelessness_Perpetuates_Violent_Long-term_Conflicts

Learning Empathy Through Virtual Reality: Multiple Strategies for Training Empathy-Related Abilities Using Body Ownership Illusions in Embodied Virtual Reality

<https://www.frontiersin.org/articles/10.3389/frobt.2018.00026/full>

What is VR training

<https://www.frontiersin.org/articles/10.3389/frobt.2018.00026/full>

Virtual and augmented reality technologies for emergency management in the built environments: A state-of-the-art review

Virtual and augmented reality technologies for emergency management in the built environments: A state-of-the-art review - ScienceDirect

Virtual and Augmented Reality in the Disaster Management Technology: A Literature Review of the Past 11 years

[Frontiers | Virtual and Augmented Reality in the Disaster Management Technology: A Literature Review of the Past 11 years \(frontiersin.org\)](https://www.frontiersin.org/articles/10.3389/frobt.2018.00026/full)

History of VR - Timeline of Events and Tech Development

[History of VR - Timeline of Events and Tech Development \(virtualspeech.com\)](https://www.virtualspeech.com/history-of-vr-timeline-of-events-and-tech-development)

A Review on Virtual Reality Skill Training Applications

[Frontiers | A Review on Virtual Reality Skill Training Applications \(frontiersin.org\)](https://www.frontiersin.org/articles/10.3389/frobt.2018.00026/full)

The 10 Best Examples Of The Metaverse Everyone Should Know About

[The 10 Best Examples Of The Metaverse Everyone Should Know About \(forbes.com\)](https://www.forbes.com/sites/stevekirschner/2023/02/10/best-examples-of-the-metaverse-everyone-should-know-about/)

Stefan, H., Mortimer, M. & Horan, B. Evaluating the effectiveness of virtual reality for safety-relevant training: a systematic review. Virtual Reality (2023).

Mintz, Alex and Tzach Steiner, A Validation Study of Cuban Missile Crisis Decisions Using ChatGPT. 2023