

Course Title: **Virtual and Immersive Environments**

Course Code: **COMP770**

Descriptor Start Date: **24/02/2023**

POINTS: **15.00**

LEVEL: **7**

PREREQUISITE/S: **None**

COREQUISITE/S: **None**

RESTRICTION/S: **None**

LEARNING HOURS

Hours may include lectures, tutorials, online forums, laboratories. Refer to your timetable and course information in Canvas for detailed information.

Total learning hours: 150

PRESCRIPTOR

Develops advanced practical and conceptual skills in the production of technology-facilitated environments that are simulated, virtual or augmented, immersive and interactive in nature. Covers the production and assembly of integrated technology and media assets into interactive environments. Identifies and evaluates a range of non-linear narrative and information structures. Critically evaluates notions of interactivity and the interface in relation to new media forms, in order to generate a range of technology-based strategies for simulation, interaction and human-environment interface design.

LEARNING OUTCOMES

1. Apply and communicate basic interactive requirements (e.g., motivation, navigation, usability, functionality).
2. Identify and discuss conceptual models of interactive design (e.g., perception, spatiality, narrative).
3. Identify and account for ethical and cultural aspects and issues in virtual environments and applications.
4. Create and integrate suitable assets (e.g., 3D models, spatial audio, stereoscopic and 360 degree video) to a functional virtual and immersive environment.

Disclaimer: Course descriptors may be amended between teaching periods/semesters

CONTENT

- Technologies for simulated, virtual and augmented realities
- Human Perception
- Interactivity and scripting
- Asset creation, management, and integration (e.g., 3D models, spatial sound, stereoscopic/360 degree video)
- Storyboarding and concept mapping

LEARNING & TEACHING STRATEGIES

Studio/workshop tutorials, seminars, guest presentations, student presentations, web based and studio-based peer critique. Conception, design, and implementation of a practical group project using virtual/immersive technologies. Project demonstrations and feedback opportunities for individual reporting

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Concept Proposal	20.00	1, 2, 3
Project Implementation	60.00	1, 2, 3, 4
Project Report	20.00	1, 2, 3

Grade Map	MAP1
	A+ A A- Pass with Distinction
	B+ B B- Pass with Merit
	C+ C C- Pass
	D Fail

Overall requirement/s to pass the course:

To pass this course, students must achieve a minimum overall grade of C-.

LEARNING RESOURCES

There are no prescribed text/s. Required and recommended readings and resources will be indicated at the beginning of the paper.

For further information, contact: Te Ara Auaha - Faculty of Design & Creative Technologies

Principal Programme:	AK1305, Bachelor of Creative Technologies
Related Programme/s:	ICE1 INEXCH1 SABRD1

Disclaimer: Course descriptors may be amended between teaching periods/semesters