

Course Title: **Introduction to Extended Reality**

Course Code: **ARDN541**

Descriptor Start Date: **01/01/2023**

POINTS: **15.00**

LEVEL: **5**

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

Introduces tools and workflows for making, drawing, designing and ideating in immersive virtual space. In a lab-based learning environment, students will engage with virtual reality (VR) applications and explore principles such as immersion, presence, perception, embodiment, empathy, communication and visualisation, through creating and navigating 360-degree digital environments.

LEARNING OUTCOMES

1. Explore and evaluate a range of extended reality concepts, ideas and their practical application.
2. Engage with analytical and critical methods to evaluate and synthesise practice.
3. Contribute to a community of practice, founded on the principles and practices of mātauranga Māori, of manaakitanga (care), motuhaketanga (self-determination) and kōrero pono (speaking truthfully).
4. Experiment with a range of appropriate technologies or processes for the Extended Reality minor

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

CONTENT

- Introduction to specialised technical, theoretical, and contextual knowledge related to virtual reality.
- Integrates theoretical and contextual perspectives into creative and design work with immersive virtual space.
- Exercises and design projects are oriented to a range of contexts and fundamental principles in virtual reality, integrating both theoretical and practical learning.

LEARNING & TEACHING STRATEGIES

The pedagogical approach will emphasise student-centred learning through a blended work environment. There will be a variable mix of individual and group meetings, workshops, seminars, tutorials, presentations, guest critics and the use of Canvas (Learning Management System).

ASSESSMENT PLAN

Assessment Event	Weighting %	Learning Outcomes
Formative Assessment	0.00	1 - 4
Extended Reality Project	100.00	1 - 4

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 gain a pass in this course, a student needs to submit work for all summative assessments and obtain at least a 50% passing grade overall.

LEARNING RESOURCES

No prescribed text. Recommended reading lists will be supplied.

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

Principal Programme: AK3619, Te Tohu Paetahi mō te Hoahoa - Bachelor of Design

Related Programme/s: AK3352

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