

Course Title: **Journeys in Extended Reality**

Course Code: **ARDN642**

Descriptor Start Date: **01/01/2024**

POINTS: **15.00**

LEVEL: **6**

PREREQUISITE/S: **ARDN541**

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

Engages with augmented reality (AR) and mixed reality (MR) applications as dynamic interfaces with real world objects, locations, experiences and journeys. Moves beyond the lab to local environments to explore the potential of geolocation-based AR/MR development for a range of design and creative applications including storytelling, heritage, navigation, visualisation and communication.

LEARNING OUTCOMES

1. Investigate 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. Engage and apply a range of appropriate technologies or processes for the Extended Reality minor.

CONTENT

Students will move beyond the lab to local environments to explore the potential of geolocation-based AR/MR development for a range of design and creative applications. Consideration will be given to storytelling, heritage, navigation, visualisation and communication.

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

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	0.00	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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