

Course Title: **Embodiment in Extended Reality**

Course Code: **ARDN643**

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

Focuses on extended reality (XR) as an embodied experience. Explores the experiential relationship of the user to immersive and interactive virtual experiences, including the possibilities and limitations of bodily and perceptual transformation in virtual space. Introduces tools to design and create for embodied and affective interactive applications.

## 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.

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

## CONTENT

- Focusses on specialised technical, theoretical, and contextual knowledge related to Extended Reality as an embodied experience.
- Integrates theoretical and contextual perspectives into creative and design work with immersive and interactive virtual experiences.
- Exercises and design projects are oriented to a range of contexts and principles in a range of embodied and affective interactive immersive realities, 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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