

Course Title: **Extended Reality Project**

Course Code: **ARDN741**

Descriptor Start Date: **01/01/2025**

POINTS: **15.00**

LEVEL: **7**

PREREQUISITE/S: **ARDN642, ARDN643**

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

Building on accumulated knowledge and experience of extended reality tools, concepts and applications a guided capstone project is undertaken. Scope is given to consider, explore and undertake innovative approaches and uses of extended reality (XR) and to work collaboratively on a significant focussed project and/or practical investigation.

LEARNING OUTCOMES

1. Conceptualise, design and execute a self-directed extended reality project.
2. Demonstrate a critical awareness of a range of design for health concepts, ideas and their practical application.
3. Demonstrate the use of analytical and critical methods to evaluate and synthesise practice.
4. 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).
5. Demonstrate an understanding and mastery of appropriate technologies for the Extended Reality minor.

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

CONTENT

- Integrates advanced theoretical and contextual perspectives into Extended Reality practice
- Consolidation of a range of possible XR practices through advanced and diverse XR design processes, techniques, and creative and collaborative frameworks
- Projects integrate theoretical and practical learning, developing critical capability in expanded XR practice, including possible cross and multi-disciplinary investigations

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 - 5
Extended Reality Design Project	100.00	1 - 5

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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