

Mixed Realities

Module Information

2022.01, Approved

Summary Information

Module Code	5025MEDIA
Formal Module Title	Mixed Realities
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Lecture	11
Seminar	11
Workshop	33

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-MTP	MTP	September	12 Weeks

Aims and Outcomes

Aims	To provide an opportunity for students to undertake a substantial mixed reality project To explore the theory and practice of engaging users on a variety of platforms To appreciate the value of research informed practice
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Exploit the narrative potential of mixed reality platforms.
MLO2	2	Research and critically evaluate the exploitation of mixed/merged realities.
MLO3	3	Demonstrate an understanding of the potential for mixed reality narratives.

Module Content

Outline Syllabus	Students will collaboratively explore hardware and software that can engage an audience in mixed, merged, augmented, extended, and virtual realities; for utility and/or entertainment. Platforms for delivery might include any screen based technology and students will explore terms and realms such as; AR; MR; XR; VR; web. To develop a range of possible narrative worlds that might be; location-based; participatory; playful; and informed by UX and UI considerations. Students, in small teams will negotiate and then implement a mixed reality artefact. Seminar Crit will provide a space for peer to peer project development feedback and discussion. Students will individually evaluate the research that informed, and the outcomes of, their group project.
Module Overview	
Additional Information	This is a largely workshop-based module that asks students to assess the affordances of a range of platforms and devices that engage audiences in playful mixed reality encounters. Students will develop an understanding of the potential for such artefacts and then create – in groups – a prototype in response.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Artefacts	Artefact	70	0	MLO1, MLO3
Reflection	Reflection	30	0	MLO2, MLO3

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Mark Smith	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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