Digital Performance - Motion Capture and VR

Module Information

2022.01, Approved

Summary Information

Module Code	5503CTP
Formal Module Title	Digital Performance - Motion Capture and VR
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 5
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
LJMU Partner Taught

Partner Teaching Institution

Institution Name
Liverpool Institute for Performing Arts

Learning Methods

Learning Method Type	Hours
Workshop	60

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-PAR	PAR	September	28 Weeks

Aims and Outcomes

Aims	The aim of this module is to introduce students to the principles and core operation of VR and motion capture.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Appraise the skillset needed for basic operation of motion capture and VR systems.
MLO2	2	Examine a number of the technical and scientific principles that contribute to the technology of motion capture and VR.
MLO3	3	Undertake the operation of motion capture and VR equipment in the light.
MLO4	4	Compare and contrast the ways in which VR and motion capture provide opportunities for creating meaning and experiences for an audience.

Module Content

Outline Syllabus	The module will look at the principles and possibilities of motion capture and VR and cover the operation and use of foundational motion capture and VR equipment and packages. The module will consider the nature of audience engagement and reception of these tools and experiences they produce.
Module Overview	
Additional Information	

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Artefacts	Example Experiences and Viva	70	0	MLO1, MLO2, MLO3
Essay	Essay	30	0	MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings

Partner Module Team

Contact Name	Applies to all offerings	Offerings