Immersive Technology

Module Information

2022.01, Approved

Summary Information

Module Code	6007LSSCPD
Formal Module Title	Immersive Technology
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Online	36
Tutorial	4
Workshop	60

Module Offering(s)

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

Aims and Outcomes

Aims	1. To select, synthesise, and apply specialist and inter-related technological information and techniques.2. To critically analyse and evaluate the opportunities and implications of emerging technology.3. To apply and develop an immersive or interactive environment.

After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Research, explore the opportunities of, and experiment with, complex emerging technologies.
MLO2	2	Select relevant and specialist theories to use that are appropriate to a brief.
MLO3	3	Design and develop a 3D interactive prototype.

Module Content

Outline Syllabus	Students will be encouraged to research and investigate one aspect of immersive technology taken from Augmented Reality (AR), Virtual Reality (VR), Extended Reality (XR), the metaverse, or Artificial Intelligence (AI). They will create and define a brief and will pitch their idea prior to commencement. They will then create a prototype using one of these immersive technologies.Students will be supported in the development of a solution in an immersive lab environment. They will draw on formative feedback from their peers, and lecturer.The students will negotiate a brief that may involve an organisation that is focused on providing an information, education, or entertainment solution for a defined problem. For example, the project may be drawn from several different types of organisations, such as museums and galleries, architecture/real estate, education, or entertainment such as gaming, film or television.Students will collaboratively explore creative media technologies, individually evaluate, and then selectively apply these findings in the development of engaging interactive and immersive artefacts. Such artefacts may exist in a variety of contexts from gallery to stage, to all screen-based mediums.A number of soft and hard technologies will be introduced that will allow students to engage in this course such as: narrative theory, image and sound production, game theory, interactivity, locative technologies, performance, multi-screen, online and social media platforms.Course content may include, but is not limited to:● The construction of a 3D or interactive artefact.● Research and development of a problem-based solution to an information,education, or entertainment challenge.● 3D user experience (UX).● 3D content creation.● Interaction tools.● Games engines.● Motion capture.● 360o video.● Ethical considerations and legal restrictions.

Module Overview

Additional Information	Programme code:• 36771Intake month(s): • JanuarySubject benchmark statement(s): • Communication, Media, Film and Cultural Studies (2019)Any other external reference points used to inform programme outcomes: • Research conducted for Office for Students short course pilot.Mode and duration of study: • Part time hybrid learning over one semester.Criteria for admission to the programme: • A/AS Level 104 UCAS points from a minimum of 2 A Levels. Maximum of 20 AS points accepted. BTEC National Diploma 104 UCAS Tariff points. Irish Leaving Certificate 104 UCAS tariff points. Maximum of 20 UCAS tariff points at Ordinary Level Scottish Higher 104 UCAS points to include 2 Advanced Higher International Baccalaureate 24 IB points Access At least 9 Distinctions and 36 Merits or any other combination that equates to 104 UCAS tariff points in a relevant subject Other Prior to starting the programme applicants must have obtained grade 4 or grade C or above in English Language and Mathematics GCSE or an approved alternative qualification:• Key Skills Level 2 in English/ Maths• NVQ Level 2 Functional skills in Maths and English Writing and or Reading • Skills for Life Level 2 in Numeracy/English • Higher Diploma in Maths/ English • Functional skills Level 2 in Maths/ English• Northern Ireland Essential Skills Level 2 in communication or Application of Number• Wales Essential Skills Level 2 in Communication or Application of Number.• Mature EntryApplications are welcomed from mature and non-standard applicants who willbe considered on an individual basis. These applicants may be required to submit an essay and/or attend an interview in accordance with the usual LJMU procedures and should demonstrate potential and motivation and/or have relevant experience.• Overseas qualificationsInternational applications will be considered in line with UK qualifications Any applicant whose first language is not English will be required to have IELTS 6.0 (minimum 5.5 in each component) or acceptable equivalent.• Skills and experience in digital media equivalent to a level 5 qualification to be determined by application or interview in accordance with the usual LJMU procedures.Name of the final award: • Certificate of Professional Development in Immersive Technology.Brief summary of student support arrangements: • The University aims to provide students with access to appropriate and timely information, support and guidance to ensure that they are able to benefit fully from their time at LJMU. All students are assigned a Personal Tutor to provide academic support and when necessary signpost students to the appropriate University support services. Students are able to access a range of professional services including:• Advice on practical aspects of study and how to use these opportunities to support and enhance their personal and academic development. This includes support for placements and careers guidance. • Student Advice and Wellbeing Services provide students with advice, support and information, particularly in the areas of: student funding and financial matters, disability, advice and support to international students, study support, accommodation, health, wellbeing and counselling. • Students will be supported with this asynchronous blended learning approach through weekly in-person face-to-face and/or online seminars and workshops. Each course will have its own chat group where students can share their work with each other to receive formative feedback from their peers, and so that they can develop peer relationships. This will mimic industry-standard hybrid working methods, for example, through the use of software such as Microsoft Teams and the OneDrive.• Any student experiencing digital poverty will be referred to the university's usual support channels.A statement that the programme is assessed and run in line with the Academic Framework with a link to the current version: • This

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Technology	Prototype	100	0	MLO1, MLO2, MLO3

Module Contacts