

#### Summary Information

Module Code	6509CTP
Formal Module Title	VR and Immersive Audio
Owning School	Liverpool Screen School
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 6
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 engage students in the design, acquisition and creation of audio-visual artefacts harnessing developing approaches to VR and immersive audio.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Synthesise knowledge of vision and audio capture and dissemination for VR and immersive applications
MLO2	2	Integrate immersive audio techniques into live performance and recorded artefacts
MLO3	3	Evaluate the potential for VR and immersive audio delivery within a specific sector of the creative industries

### Module Content

Outline Syllabus	The module will examine the nature of sound localisation and immersion; techniques for 3-D audio capture including binaural and first order ambisonics; 3D camera systems and post-production workflows; challenges of form and convention in presentation and delivery; delivery systems and approaches for recorded VR media and integration with live performance; head-tracking and real-time audio rendering; interactive and immersive theatre and the role of new technologies and multimodal interaction; AR/VR/MR/AV for live performance. It will include evaluations of emerging approaches, techniques and applications in conjunction with visiting practitioners and masterclasses
Module Overview	
Additional Information	

### Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Practical Project	70	0	MLO1, MLO2
Report	Written Project Proposal	30	0	MLO3

### Module Contacts

#### Module Leader

Contact Name	Applies to all offerings	Offerings
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#### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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