

Immersive Arts Lab

Module Information

2022.01, Approved

Summary Information

Module Code	7002IA
Formal Module Title	Immersive Arts Lab
Owning School	Liverpool Screen School
Career	Postgraduate Taught
Credits	30
Academic level	FHEQ Level 7
Grading Schema	50

Teaching Responsibility

LJMU Schools involved in Delivery
Liverpool Screen School

Learning Methods

Learning Method Type	Hours
Lecture	11
Tutorial	2
Workshop	22

Module Offering(s)

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

Aims and Outcomes

Aims	1. To explore the creative potential of specialised hardwares and softwares in immersive technology 2. To apply techniques for the manipulation and distribution of immersive technology content and designs 3. To understand the creative potential of these technologies in context of a chosen area of practice.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Exploit the creative potential of immersive technologies.
MLO2	2	Successfully develop technical skills in particular contexts of immersive arts.
MLO3	3	Demonstrate an understanding of the potential for immersive arts.

Module Content

Outline Syllabus	Students will collaboratively explore a number of immersive technologies, individually evaluating and developing prototypes of content, applications and concepts. Students then develop an online portfolio demonstrating the skills acquired and their understanding of the use of immersive arts in a variety of contexts. It is anticipated that students will initiate the development of their own approach to immersive arts, exploring the particular issues, processes and ideas that interest them.
Module Overview	You will enhance and develop your skills in a number of immersive technology areas. You will develop a number of prototype applications and concepts across areas such as augmented reality, mixed reality, virtual reality and projection mapping. You will then develop an online portfolio demonstrating the skills you have acquired and your understanding of immersive media in a variety of contexts.
Additional Information	This is a core module that allows students to explore, through practice, a number of Immersive technologies and to assess their efficacy with respect to the student's own developing practice.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Digital Portfolio	70	0	MLO1, MLO2
Report	Reflective commentary	30	0	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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