

Liverpool John Moores University

Title: Immersive Arts Lab
Status: Definitive
Code: **7002IA** (126724)
Version Start Date: 01-08-2021

Owning School/Faculty: Liverpool Screen School
Teaching School/Faculty: Liverpool Screen School

Team	Leader
Mark Smith	Y
Mark Roughley	
Christopher Chadwick	

Academic Level: FHEQ7 **Credit Value:** 30 **Total Delivered Hours:** 35

Total Learning Hours: 300 **Private Study:** 265

Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	11
Tutorial	2
Workshop	22

Grading Basis: 50 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Portfolio	Port 1	Digital Portfolio demonstrating technique acquired by production of individual artefacts - 3000 words	70	
Portfolio	Port 2	Critical, evaluative and reflective commentary – 2000 words	30	

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.

Learning Outcomes

After completing the module the student should be able to:

- 1 Exploit the creative potential of immersive technologies.
- 2 Successfully develop technical skills in particular contexts of immersive arts.
- 3 Demonstrate an understanding of the potential for immersive arts.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Digital Portfolio	1	2
Reflective commentary	3	

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.

Learning Activities

Lectures and workshops with tutorial support introduce the students to a variety of Immersive Technologies concerning various production and post-production techniques; exploring interaction with and distribution of, media artefacts within a number of contexts and disciplines.

Notes

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.