

## Liverpool John Moores University

Title: Immersive Media Lab  
Status: Definitive  
Code: **7002IM** (128996)  
Version Start Date: 01-08-2021

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

Team	Leader
Mark Smith	Y
Hatana El-Jarn	
Daniel Turner	
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	AS1	Digital Portfolio demonstrating technique acquired by production of individual artefacts - 3000 words.	70	
Portfolio	AS2	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 design.*
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 media.
- 3 Demonstrate an understanding of the potential for immersive media.

## **Learning Outcomes of Assessments**

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

Portfolio 1 - Digital Port.	1	2
Portfolio 2 - 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 media in a variety of contexts. It is anticipated that students will initiate the development of their own approach to immersive media, 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.