1. **Title of the module**

DIGM6820 (EL682) Introduction to Virtual Reality

1. **School or partner institution which will be responsible for management of the module**

Engineering and Digital Arts

1. **The level of the module (e.g. Level 4, Level 5, Level 6 or Level 7)**

Level 6

1. **The number of credits and the ECTS value which the module represents**

30 credits (15 ECTS)

1. **Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn term

1. **Prerequisite and co-requisite modules**

DIGM6390 (EL639) Videogames Development

1. **The programmes of study to which the module contributes**

BSc Multimedia Technology & Design

BSc Multimedia Technology & Design with a Year in Industry

1. **The intended subject specific learning outcomes.
On successfully completing the module students will be able to:**
2. Understand the basic concepts of Virtual and Augmented Reality
3. Design a Virtual Reality applications using specific hardware and software tools
4. Understand the respective importance of technology and content in VR/AR systems
5. Conduct Human Factors assessment of Virtual Reality systems
6. **The intended generic learning outcomes.
On successfully completing the module students will be able to:**
7. Generate, analyse, present and interpret data
8. Use Information and Communications Technology
9. Apply their personal and interpersonal skills whilst working as a member of a team
10. Apply their communication skills (writing, verbal and through a variety of media)
11. Learn for the purpose of continuing professional development
12. Work in flexible, creative and independent ways and to think critically
13. Organise and manage time and resources within an individual project and a team project
14. **A synopsis of the curriculum**

This module introduces you to the theory, principles and practice behind virtual reality. Indicative topics include: perception and action in virtual environments, presence and immersion concepts, 3D interaction techniques, virtual reality systems, human factors in virtual reality, design principles for virtual environments, introduction to augmented reality and augmented reality interaction techniques, challenges in building mixed reality systems, application domains for virtual reality. Theory is followed by programming workshops where you will be introduced to different software development kits. You will apply the acquired theoretical and practical knowledge in building a substantial project.

1. **Reading List (Indicative list, current at time of publication. Reading lists will be published annually)**

Linowes, J. (2015) *Unity Virtual Reality Projects*. Packt Publishing Ltd.

Schmalstieg, D, and Hollerer, T. (2016) *Augmented reality: principles and practice*. Addison-Wesley Professional.

*ACM Virtual Reality and Software Technology* (VRST) Conference proceedings, from the ACM Digital Library

*IEEE Virtual Reality Conference*, from the IEEE Digital Xplore Library

1. **Learning and Teaching methods**

Contact hours: 60

Private Study Hours: 240

Total Study Hours: 300

1. **Assessment methods**

13.1 Main assessment method

Virtual reality application (60% group project – individually assessed, 10% peer assessment)

Report (30%) – approx. 5000 words

13.2 Reassessment methods

100% coursework.

1. ***Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)***

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| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | *8.1* | *8.2* | *8.3* | *8.4* | *9.1* | *9.2* | *9.3* | *9.4* | *9.5* | *9.6* | *9.7* |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |  |  |  |
| **Private Study** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| *Lectures* | **X** | **X** |  **X** |  **X** | **X** |  |  |  | **X** |  |  |
| *Workshops* | **X** | **X** | **X** | **X** |  |  | **X** | **X** |  |  |  |
| **Assessment method** |  |  |  |  |  |  |  |  |  |  |  |
| *Virtual Reality Application – Group Project* | **X** | **X** | **X** | **X** |  | **X** | **X** | **X** | **X** | **X** | **X** |
| *Virtual Reality Application - Peer Assessment* |  | **X** |  |  |  | **X** | **X** | **X** | **X** | **X** | **X** |
| *Individual report* | **X** | **X** | **X** |  | **X** | **X** |  | **X** | **X** | **X** | **X** |

1. **Inclusive module design**

The School recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

1. **Campus(es) or centre(s) where module will be delivered**

Canterbury

1. **Internationalisation**

Abilities to develop Virtual Reality and Augmented Reality experiences are expected to be in global demand. This module introduces students to the latest trends and technologies in this area. Students will also develop their own VR/AR experience using internationally recognised software.

Students will draw on the literature of the IEEE Virtual Reality Conference which highlights the latest globally significant advances in the field.

**FACULTIES SUPPORT OFFICE USE ONLY**

**Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.**

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| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
| 11/02/19 | Major | September 2019 | 1,4,11,12,13 | No |
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| Revised FSO July 2018 |