Module Descriptor

Introduction to Virtual Reality

Module Code: GAV4013-B
Academic Year: 2018-19
Credit Rating: 20
School: Department of Media Design and Technology
Subject Area: Film and Media
FHEQ Level: FHEQ Level 4

Pre-requisites:
Co-requisites:

Contact Hours

<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
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</thead>
<tbody>
<tr>
<td>Independent Study</td>
<td>156</td>
</tr>
<tr>
<td>Lectures</td>
<td>12</td>
</tr>
<tr>
<td>Practical classes and</td>
<td>12</td>
</tr>
<tr>
<td>External visits</td>
<td>8</td>
</tr>
<tr>
<td>Tutorials</td>
<td>12</td>
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</table>

Availability Periods

<table>
<thead>
<tr>
<th>Occurrence</th>
<th>Location/Period</th>
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<tbody>
<tr>
<td>BDA</td>
<td>University of Bradford / Semester 2 (Feb - May)</td>
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Module Aims

Outline Syllabus

The module will cover:
- the history of virtual reality
- an introduction to key technologies including:
  - Google Cardboard, Oculus Rift, HTC Vive, Sony PlayStation VR
- the psychology and cultural context including
- concepts of presence and immersion
• prime examples of VR from entertainment, healthcare and education
• terminology and definitions

Module Learning Outcomes

*On successful completion of this module, students will be able to...*

1. Describe the core fundamental principles of Virtual and Augmented reality.
   
   Describe a range of tools and techniques using in VR production including their limitations;

2. Determine the most appropriate media production techniques to support AR and VR design and development.

3. Define the relationship between media assets and formats in VR & AR.

4. Demonstrate and apply research and data collection skills to support VR design and development.

   Work effectively as individuals and in groups. Use personal skills to communicate effectively in a range of situations.

   Communicate accurately and reliably using basic theories and concepts of VR and AR.

Learning, Teaching and Assessment Strategy

The module will use illustrated lectures, student-led presentations and direct reading to deliver the theoretical background of virtual and augmented reality, its core principles and key technologies.

This module be assessed through:

- 10 minute presentations about core VR principles and technologies (50%) (LOs 1.1, 1.2, 2.1, 2.2, 3.1, 3.2, 3.3) and
- a 2000 word individual report describing an aspect of the future potential of VR (50%) (LOs 1.1, 1.2, 2.1, 2.2, 3.1, 3.2, 3.3)

Supplementary Assessment is to write a 2000 word report on an aspect of VR

Mode of Assessment

<table>
<thead>
<tr>
<th>Type</th>
<th>Method</th>
<th>Description</th>
<th>Length</th>
<th>Weighting</th>
<th>Final Assess'</th>
</tr>
</thead>
<tbody>
<tr>
<td>Summative</td>
<td>Presentation</td>
<td>Produce and deliver a presentation that clearly describes a core principle or technology of VR/AR. Time: 5</td>
<td>10 minutes</td>
<td>50%</td>
<td>No</td>
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minutes in length with 5 minutes question and answers

<table>
<thead>
<tr>
<th>Type</th>
<th>Coursework</th>
<th>Description</th>
<th>Words Range</th>
<th>Grade</th>
<th>Code</th>
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<tbody>
<tr>
<td>Referral</td>
<td>Coursework</td>
<td>A report describing an aspect of VR/AR</td>
<td>-2000 words</td>
<td>100%</td>
<td>No</td>
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<td>Summative</td>
<td>Coursework</td>
<td>A report describing an aspect of the future potential of VR/AR</td>
<td>0-2000 words</td>
<td>50%</td>
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Legacy Code (if applicable)

Reading List
To view Reading List, please go to rebus:list.