

MTD370e Creating Immersive VR Experiences

Level: 3

Credit Units: 5 Credit Units

Language: ENGLISH

Presentation Pattern: EVERY SEMESTER

E-Learning: BLENDED - Learning is done MAINLY online using interactive study materials in Canvas. Students receive guidance and support from online instructors via discussion forums and emails. This is supplemented with SOME face-to-face sessions. If the course has an exam component, this will be administered on-campus.

Synopsis:

The immersive virtual reality 360-degree experience is fast gaining interest across many industries, such as tourism, real estate, education and medicine. The affordances of the technology such as embodiment and presence have allowed it to be well used in both the entertainment and training spheres. Accessibility to the technology has also improved in recent years due to availability of more affordable VR viewing devices. On top of this, the Covid-19 Pandemic has also limited movement of people globally, affecting access to virtually any location. The VR Experience has therefore seen a tremendous growth in interest and demand, due to its ability to safely simulate virtually any environment.

This course will be an introduction to the process of developing and planning the creation of an immersive VR Experience. From VR asset creation and curation, to, VR Authoring and publishing, students will be brought through the entire process of creating their own immersive VR Experience.

Topics:

- What is an Immersive VR Experience?
- Principles of Immersive Media
- The Tools (Hardware)
- The Tools (Software)
- VR Storyboarding & Scene Layout
- Immersive Storytelling in VR
- VR Authoring
- Elements of Interactive VR
- Ambisonics Audio for VR360
- VR Branding, Publishing
- Emerging technologies for immersive content distribution
- Other VR Tools and Future Developments

Learning Outcome:

- Appraise and critique the creative and technical qualities of VR experiences
- Apply the foundations of interactive VR storytelling
- Evaluate the key components of VR
- Create and curate suitable VR assets
- Demonstrate ability to design and plan a VR experience
- Implement an immersive VR experience

Assessment Strategies (Evening Class):

Components	Description	Weightage Allocation (%)
Overall Continuous Assessment	QUIZ 1	10
	TUTOR-MARKED ASSIGNMENT 1	20
Overall Examinable Components	ECA	70
Total		100