![LIPA - The Liverpool Institute for Performing Arts]

Module Specification

Summary Information

Module Code	6607FACT
Formal Module Title	Immersive Media
Career	Undergraduate
Credits	30
Academic level	FHEQ Level 6
Module Pass Mark	40

Learning Methods

Learning Method Type	Hours
Lecture	15
Tutorial	15
Workshop	60

Module Offering(s)

Start Month	Duration
September	28 Weeks

Aims and Outcomes

Aims	The aim of this module is to engage students in the design, acquisition and creation of audio-visual artefacts harnessing developing approaches to VR, AR & XR experiences and recording and mixing immersive audio.

Learning Outcomes

After completing the module the student should be able to:

Code	Description
MLO1	Evaluate the potential for VR, AR, XR and immersive audio delivery for the creation of an immersive experience.
MLO2	Synthesise knowledge of vision and audio capture and dissemination for VR, AR, XR and immersive applications.
MLO3	Integrate immersive audio techniques into live performance and recorded artefacts
MLO4	Develop and deploy an immersive experience to an appropriate target platform

Module Content

Outline Syllabus
The module will examine immersive 3D camera systems and post-production workflows will be explored. The module will examine challenges of form and convention in presentation and delivery; delivery systems and approaches for recorded VR media and integration with live performance; head- tracking and real-time audio rendering; interactive and immersive theatre and the role of new technologies and multimodal interaction; AR/VR/XR. The nature of sound localisation and immersion; techniques for 3-D audio capture including binaural and first order ambisonics will also be explored. It will include evaluations of emerging approaches, techniques and applications in conjunction with visiting practitioners.

Module Overview
The module will explore rapidly developing Virtual, Augmented and Mixed Reality technologies for mass communication and storytelling. Students will explore capture and presentation technologies for both audio and visual before proposing and creating a contemporary immersive story or experience.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Learning Outcome Mapping
Presentation	Pitch Presentation	20	0	MLO1
Artefacts	Immersive Media Artefact	80	0	MLO2, MLO3, MLO4