Immersive media, 7,5 HE credits
Immersiva medier, 7,5 hp

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Established: 2022-05-19
Established by: School of Business, Economics and IT
Applies from: H22

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Learning outcomes
After completed course the student should be able to:

Knowledge and understanding
- describe how key values are enabled by immersive media in current and emerging applications.

Skills and abilities
- suggest design concepts applying immersive media in a specific context, with motivations grounded in theory.
- develop immersive environments from design concept to interactive prototype.

Judgment and approach
- discuss and reflect on significance, relevance, and societal impact of immersive media technology use.
- discuss ethical issues related to the design and development of immersive environments.

Entry requirements
General entry requirements and approved result from the following course/courses:
GPA130-Fundamental programming with an object-oriented language or the equivalent.

The forms of assessment of student performance
Project work, seminar, workshops/assignments.

Course contents
This course combines theory and practice to introduce design, development, and research in immersive media. Theory is related to real-world applications and technical development. We will cover how immersive media works, what applications and real-world problems are suitably addressed with immersive media, and how such solutions may be developed using current technology. This includes current and emerging research in immersive media and discussions about the role of these technologies as they develop in our society. To provide a

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practical and experiential basis we will use Unreal Engine (a full featured game engine) to develop and prototype functional VR/AR applications targeting current VR/AR hardware. In addition to lectures introducing the topics described above practical work in workshops and exercises serve to develop a familiarity with current tools. A group project provides further insight into how these tools can be used to develop practical and useful applications. Seminars provide room to further discuss the theoretical foundations of immersive media and to elaborate on the connections between theory and practice.

Other regulations
Course grading: F/Fx/E/D/C/B/A - Insufficient, Insufficient- more work required before the credit can be awarded, Sufficient, Satisfactory, Good, Very Good, Excellent
Course language: The teaching is conducted in English.

A student who does not fully meet the learning outcomes of a non-supervised examination (hemtentamen), but is close to the grade "pass" can, after a decision by the examiner, be allowed to complement (kan skriva supplement eller revise också) an examination assignment in order to reach the criteria for pass. For supervised examination (salstentamen) complementing is not allowed. Complementing of an examination must be individually adapted based on the learning outcomes or objectives that were not achieved by a student. It must take place within two weeks after informing the student of the examination result and before the next examination opportunity.

General rules pertaining to examination at University West are available at www.hv.se.

If the student has a decision/recommendation on special support due to disability, the examiner has the right to examine the student in a customized examination form.

Cycle
First cycle

Progressive specialization
G1F - first cycle, has less than 60 credits in first-cycle course/s as entry requirements

Main field of study
Informatics

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