

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

Type	Hours
Independent Study	156
Lectures	12
Practical classes and	12
External visits	8
Tutorials	12

Availability Periods

Occurrence	Location/Period
BDA	University of Bradford / Semester 2 (Feb - May)

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.

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

Type	Method	Description	Length	Weighting	Final Assess'
Summative	Presentation	Produce and deliver a presentation that clearly describes a core principle or technology of VR/AR. Time: 5	10 minutes	50%	No

		minutes in length with 5 minutes question and answers			
Referral	Coursework	A report describing an aspect of VR/AR	-2000 words	100%	No
Summative	Coursework	A report describing an aspect of the future potential of VR/AR	0-2000 words	50%	Yes

Legacy Code (if applicable)

Reading List

To view Reading List, please go to [rebus:list](#).