

Module Details	
Module Title	Introduction to Virtual Reality
Module Code	GAV4013-B
Academic Year	2020/1
Credits	20
School	Department of Media Design and Technology
Subject Area	Games, Animation and Visual Effects
FHEQ Level	FHEQ Level 4
Pre-requisites	N/A
Co-requisites	N/A

Contact Hours	
Type	Hours
Independent Study	156
Online Lecture (Asynchronous)	12
Practical Classes or Workshops	12
Tutorials	12

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 2

Module Aims
This module will introduce the core ideas behind virtual reality. It will present the history and background to the technologies and consider their impact. The module will enable students to put their future virtual reality practical work into an historical, cultural and psychological context in order to make better products.

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

Learning Outcomes	
Outcome Number	Description
01	Describe the core fundamental principles of Virtual and Augmented reality. Describe a range of tools and techniques using in VR production including their limitations;
02	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.
03	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
Summative	Presentation	Produce and deliver a presentation that clearly describes a core principle or technology of VR/AR. Time: 5 minutes i...	10 mins	50%
Summative	Coursework	A report describing an aspect of the future potential of VR/AR - 2000 words	N/A	50%
Referral	Coursework	A report describing an aspect of VR/AR - 2000 words	N/A	100%

Reading List
To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

Please note:

This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.