



Module Specification

Virtual Reality Collaborative Project

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Part 1: Information

Module title: Virtual Reality Collaborative Project

Module code: UALAWK-60-M

Level: Level 7

For implementation from: 2023-24

UWE credit rating: 60

ECTS credit rating: 30

Faculty: Faculty of Arts Creative Industries & Education

Department: ACE Dept of Creative & Cultural Industries

Partner institutions: None

Field: Lens and Moving Image

Module type: Module

Pre-requisites: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Not applicable

Features: Not applicable

Educational aims: See learning outcomes.

Outline syllabus: The aim of the programme is to enable students to explore, experiment with and develop new practices in immersive storytelling. This module is the culmination of that process. Students negotiate with their academic supervisor to

determine a final major project as defined by their stated aims and ambitions. This might be a collaborative, creative artefact or a research paper that examines an emerging topic in Virtual, Augmented or Mixed Reality. The emphasis is on a depth and rigour of research and design that leads to high quality outputs. Final projects should be of the standard that can be expected of submissions to relevant international film festivals or of the written quality to be published in peer-review journals. The formal presentation of work at a festival is not a requirement.

Part 3: Teaching and learning methods

Teaching and learning methods: Given the interdisciplinary nature of subject, it is anticipated that students will work collaboratively by building multidisciplinary teams to ensure an effective range of skills relevant to realizing the project. The module is largely taught via individual and group tutorials. However, there will also be a selection of lectures, seminars and workshops covering specific advanced technical processes as well as sessions on self-promotion and enterprise strategies and skills. Advisors from industry will give guidance on students' professional development and on their development and production of major project work.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Select and implement industry standard methodologies, standards and strategies, including advanced research, appropriate to the planning and realisation of a final major project

MO2 Demonstrate creative, innovative and confident use of skills, techniques, materials and technology relevant to the completion of their final major project

MO3 Select and effectively use advanced transferable skills, such as self-direction, project management, collaboration and communication, appropriate to achieving their final major project to professional standards

MO4 Present a final major project that demonstrates advanced VR/AR/MR storytelling abilities and audience engagement

MO5 Evaluate how knowledge and understanding of the subject has contributed to the development of the work

MO6 Make an articulate critical, aesthetic and academic analysis of the work in the broader context of creative, industry and professional practice

MO7 Demonstrate evidence of process, effectively communicated through an organised presentation of materials in verbal, visual and written context

MO8 Demonstrate consolidated plans for the future directions of their own work, producing high quality materials that support career planning and self-promotion

Hours to be allocated: 600

Contact hours:

Independent study/self-guided study = 450 hours

Face-to-face learning = 150 hours

Total = 600

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/index.html) via the following link <https://uwe.rl.talis.com/index.html>

Part 4: Assessment

Assessment strategy: The assessment type has been chosen to enable students to determine a practice and/or research output to dissertation level. Clear expectations regarding academic probity, advice about what constitutes plagiarism and advice about correct referencing will be supplied in the module handbook and developed by UWE Library Service sessions.

Students will be assessed using the following broad criteria, details of which will be developed in the Module Handbook and mapped against the module learning outcomes:

Critical enquiry

Research and development

Audience engagement and storytelling

Practical outputs

Professional practice

Formative assessment

Students participate in the evaluation of presented work (their own and others') throughout the module. All students will be expected to contribute to the critical evaluation of fellow students' work. Feedback (verbal and/or in writing) from the academic supervisor and industry mentor provides students with a clear understanding of their progress and advice about how this can be improved.

Summative Assessment

Assessment task1: Final Major Project (80%)

Assessment task 2: Professional Practice Portfolio (20%)

Full guidance as to the contents of the Final Major Project to be outlined in the module handbook. Indicative contents are: either an interactive storytelling experience, plus other supporting research and prototyping materials and a 3,000 word critical evaluation OR a series of prototyping exercises plus research and other supporting documents and a dissertation in an appropriate form equivalent to 12,000 words. In addition, all students will submit the following items in a Professional Practice Portfolio: self-promotional materials, such as show-reel, website, social media presence and range of professional CV's equivalent to 1,500 words and a production schedule equivalent to 1,500 words. Whilst students will work together on a collaborative project, an individual will be marked separately on their contribution.

Assessment tasks:

Final Project (First Sit)

Description: Final major project

Weighting: 80 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

Portfolio (First Sit)

Description: Professional practice portfolio (3000 words)

Weighting: 20 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO7, MO8

Final Project (Resit)

Description: Final major project

Weighting: 80 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

Portfolio (Resit)

Description: Professional practice portfolio (3000 words)

Weighting: 20 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO7, MO8

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Virtual and Extended Realities [Arnolfini] MA 2023-24