



Module Specification

Virtual Reality Story Lab

Version: 2023-24, v2.0, 16 May 2023

Contents

Module Specification	1
Part 1: Information	2
Part 2: Description	2
Part 3: Teaching and learning methods	3
Part 4: Assessment.....	4
Part 5: Contributes towards	6

Part 1: Information

Module title: Virtual Reality Story Lab

Module code: UALAWJ-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: In this module, students experiment with new forms of storytelling with the aim of shaping the field of immersive storytelling through longer form project development. Building on story ideas and initial prototypes developed in the first

trimester modules, students are encouraged to consider new interfaces and interactions for immersive storytelling experience.

Students may explore stories for a wide variety of fields and applications, such as: factual/documentary, fiction, installation art, playful experiences, tangible story-worlds or sound-based virtual projects. Students will be expected to ideate, iterate and complete an immersive storytelling project for one VR/AR/MR platform. Students will work both individually to research and ideate, and collaboratively to complete projects and achieve specified learning outcomes.

Part 3: Teaching and learning methods

Teaching and learning methods: Industry partners contribute to delivery through workshops on emerging topics in the VR industry, including best practices, ethics, and future visions. They may also propose design briefs for research and development, alongside those from local or national media companies who have an interest in exploring virtual reality projects. In this way, students gain professional practice insights first-hand, enabling them to consider a variety of career paths and build a relevant and effective creative, technical and transferable skillset that will prefer them for employment in a rapidly expanding, cutting-edge industry.

Students must articulate a research question and work in way that is largely self-directed with guidance from an academic supervisor in order to create a project design and production plan. Students may take this project forward into the final module or use their learning to inform their vision for a new project to be created in the final module of the award.

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

MO1 Identify a suitable project for development for an identified audience

MO2 Sustain substantial project development from ideation to completion

MO3 Select, and/or design and experiment with new interfaces and interaction design, tools and techniques for an emerging storytelling application project

MO4 Make informed choices for a storytelling objective that address a specific research question and/or design brief

MO5 Realise a project that is technically proficient

MO6 Present a project that speaks to and engages an identified audience

MO7 Critically assess in writing the application of immersive storytelling experience

MO8 Effectively practice a range of soft skills, including collaboration, negotiation and complex problem-solving

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 principle of 'learning through making' is core to the learning strategies in the programme. The assessment type has been chosen to enable students to engage in experimental creative practice by challenging them to design, prototype and evaluate new forms of immersive story.

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) at regular points throughout the module provides students with a clear understanding of their Progress and advice about how this can be improved.

Summative Assessment: Portfolio (100%)

Detailed guidance for the assessment will be provided in the Module Handbook and. Indicative contents are:

Presentation: an approx. 20 minute of prototype experience and the work itself

Portfolio: pre-production plans, treatments and practical prototype work and reflective journal, plus evaluative essay contextualising project and research (equivalent to 3,000 words)

Assessment tasks:

Portfolio (First Sit)

Description: Portfolio tasks may include essay, project, presentation

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7, MO8

Portfolio (Resit)

Description: Individually negotiated portfolio

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7, MO8

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Virtual and Extended Realities [Arnolfini] MA 2023-24