

Course syllabus

Immersiva medier – en introduktion, , 7,5 hp *Immersive Media – an Introduction, 7.5 credits*

Course Code: FM259G
Subject unit: Film and media
Grading Scale: Fail, Pass
Education:
Freestanding Course
Elective Course

Education cycle: First cycle

Subject Group: FM1
Course Classification:
Media 100%

Main Field of Study: Performing arts and media
Progressive specialisation: G1N

Within a programme at Stockholm University of the Arts

Established by:
Committee for course syllabi at the first cycle
Date of Decision: 2023-02-15
Date of Revision: 20XX-MM-DD
Valid from: Autumn semester 2023

Entry Requirements

General Entry Requirements:

for studies at the first cycle with the exception of Swedish 1-3 and English 6.

Specific Entry Requirements:

Freestanding course: 30 credits awarded in an artistic subject or the equivalent.

Elective course: Admitted to a programme of study at Stockholm University of the Arts.

Selection

Freestanding course: Selection criteria will be notified when the course is announced.

Elective course: If there are more applicants than available places, selection will be based on Stockholm University of the Art's selection procedure for elective courses.

Language of Instruction

The main language of instruction is English.

Course Content

Extended reality (XR) is an umbrella term for various immersive environments such as augmented reality (AR), virtual reality (VR) and mixed reality (MR). The course will examine the key concepts of XR, its history, potential and current research in the field.

The student will put theory into practice by conducting experiments with XR. For example, by making 360° videos, recording with binaural microphones and using 3D scanners/photogrammetry. There will also be orientation on the role of AI in XR environments. The student will design and develop one or more immersive media prototypes on a given theme.

Content and narrative will be adapted to the public/user journey. Avatars and interactivity can offer new artistic possibilities.

During the course, there will also be discussion of inclusion, representation and the ethical considerations of developing immersive experiences, as well as theories on presence and embodiment.

Teaching Forms

Seminars and workshops, study visits and individual and group assignments.

Intended Learning Outcomes

After completing the course the student is able to:

- 1) demonstrate knowledge of the history of XR and current research in the field,
- 2) develop and justify the design of one or more prototypes to demonstrate knowledge of the basic design and construction of immersive media,
- 3) demonstrate knowledge of key concepts within XR.

Examination

(1001) Written submission, 1.5 credit, regarding learning outcomes 1 and 3, grades Fail (U) or Pass (G)

(1002) Presentation of practical work, 6 credits, regarding learning outcome 2, grades Fail (U) or Pass (G)

If a student has a decision from Stockholm University of the Arts about special pedagogical support due to functional variance, the examiner can decide on alternative forms of examination in consultation with the student.

Course Requirements

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Study material

Grimshaw, Mark (ed.) (2014). The Oxford Handbook of Virtuality. Oxford: Oxford University Press. (Selected parts).

Additional resources may be added during the course.

Course literature, including the works in the study resources list and additional reading, will not exceed a total of 500 pages.

Course evaluation

The Course is evaluated in accordance with Guidelines for course evaluations (Riktlinjer för kursvärderingar).

Replaces a previous course

The Course replaces -.

Overlaps another course

The Course overlaps, and cannot be included in a degree together with -.

Other terms and conditions

The examination of the course includes written assignments that must be submitted by the deadlines stated in the timetable for the course instance in question.