COURSE SPECIFICATION

BSc (Hons) Virtual and Augmented Reality

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Course Title	BSc (Hons) Virtual and Augmented Reality
Final Award	BSc (Hons)
Exit Awards	CertHE, DipHE, BSc
Course Code / UCAS code (if applicable)	U2914PYC / I700
Mode of study	Full time
Mode of delivery	Campus
Normal length of course	3 years, 4 years with placement
Cohort(s) to which this course specification applies	September 2024 intake onwards
Awarding Body	University of Portsmouth
Teaching Institution	University of Portsmouth
Faculty	Creative and Cultural Industries
School/Department/Subject Group	School of Film, Media, and Creative Technologies
School/Department/Subject Group webpage	https://www.port.ac.uk/about-us/structure-and-governance/organisational-structure/faculty-of-creative-and-cultural-industries/school-of-film-media-and-creative-technologies
Course webpage including entry criteria	N/A
Professional and/or Statutory Regulatory Body accreditations	N/A
Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level	Level 6

This course specification provides a summary of the main features of the course, identifies the aims and learning outcomes of the course, the teaching, learning and assessment methods used by teaching staff, and the reference points used to inform the curriculum.
This information is therefore useful to potential students to help them choose the right course of study, to current students on the course and to staff teaching and administering the course.

Further detailed information on the individual modules within the course may be found in the relevant module descriptors and the Course Handbook provided to students on enrolment.

Please refer to the Course and Module Catalogue for further information on the course structure and modules.

Educational aims of the course

The Virtual and Augmented reality (VR/AR) course is built upon the following core aims:

1. To produce graduates with the relevant knowledge and desired skillset that accurately reflects the current and anticipated future needs of employers and clients
2. To provide students with a high-level understanding of VR/AR, preparing them for graduate level employment in VR/AR development and design but also quick progression into more directorial/project management roles

Feeding into the above aims, this course shall provide students with the following:

- The necessary knowledge and skills to produce outstanding quality VR/AR experiences across numerous areas of application
- Core programming and development skills that will support entry into VR/AR employment but also wider computing positions
- A high-level understanding of human perception and user-experience (UX), making them highly suitable candidates for employment in VR/AR design and UX testing/user research
- The skills and knowledge required to accurately and fairly analyse and evaluate VR/AR content, hardware and the market – and to exploit these skills to create work of a higher quality
- Opportunity to learn directly from experienced staff who are currently active and regularly publishing their work, both as academic researchers and producers of VR/AR content
- The necessary transferable skills for lifelong learning, employability and flexibility in the context of changing labour markets
- The skills and knowledge required to maximise career and postgraduate study opportunities
- Global engagement, with students given the opportunity to work and/or study abroad

Course Learning Outcomes and Learning, Teaching and Assessment Strategies

The Quality Assurance Agency for Higher Education (QAA) sets out a national framework of qualification levels, and the associated standards of achievement are found in their Framework for Higher Education Qualifications document.

The Course Learning Outcomes for this course are outlined in the tables below.

A. Knowledge and understanding of:			
LO number	Learning outcome	Learning and Teaching methods	Assessment methods
A1	Contextual awareness showing understanding of the VR/AR industry, its applications and its client's needs.	Lectures, seminars, supervision	Essay, presentation, practical work
A2	The value and utility of research as it pertains to VR/AR development.	Lectures	Essay, presentation
A3	Industrial software and technologies and their application domains.	Lectures, workshops	Essay, presentation, practical work
A4	The core production process for VR/AR development: asset production, design, implementation and testing.	Seminars, workshops	Presentation, practical work, exam
A5	Object oriented programming languages and specific coding relevant to VR/AR implementation.	Lectures, seminars, workshops	Practical work Formative/ supervision

B. Cognitive (Intellectual or Thinking) skills, able to:			
LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Consider and evaluate their own work in a reflexive manner, with reference to global issues and challenges, academic codes of practice and/or professional conventions, issues and debates.	Lectures, seminars, supervision	Essay, exam Formative/ supervision
B2	Solve problems relating to a variety of VR/AR scenarios.	Seminars, workshops	Practical work
B3	Apply professional codes of conduct as relevant to global frameworks and perspectives and also appreciate the ethical considerations that underpin them.	Lectures	Practical work Formative/ supervision
B4	Plan, conduct and produce a report on a programme of original research, both individually and in a group.	Lectures, seminars, supervision	Essay, presentation

C. Practical (Professional or Subject) skills, able to:			
LO number	**Learning outcome**	**Learning and Teaching methods**	**Assessment methods**
C1	Use and manage appropriate software and hardware to produce designed outcomes.	Seminars, workshops	Practical work Formative/ supervision
C2	Apply project management including methodology, planning, verification and reflection.	Lectures, seminars, supervision	Practical work Formative/ supervision
C3	Be adaptable, creative and reflexive in producing output for a variety of audiences using a variety of VR/AR platforms.	Lectures, seminars, supervision	Practical work Formative/ supervision
C4	Work to industry recommended standards of design and programming.	Lectures, seminars, supervision	Practical work, exam

D. Transferrable (Graduate and Employability) skills, able to:			
LO number	**Learning outcome**	**Learning and Teaching methods**	**Assessment methods**
D1	Work in flexible, creative and independent ways, showing self-discipline awareness of relevant ethical considerations, self-direction and reflexivity.	Seminars, workshops	Practical work
D2	Work effectively in teams and manage time effectively.	Seminars	Presentation, practical work Formative/ supervision
D3	Communicate effectively through visual, oral written work.	Lectures, seminars, workshops, supervision	Essay, presentation, practical work
D4	Promote own work and develop strategies for career development.	Lectures, seminars	Practical work, exam
D5	Able to consider VR/AR and own work in an international context with informed understanding of the global industry and consumer market.	Lectures, seminars	Essay

Academic Regulations

The current University of Portsmouth Academic Regulations: Examination & Assessment Regulations will apply to this course.

Support for Student Learning

The University of Portsmouth provides a comprehensive range of support services for students throughout their course, details of which are available at the MyPort student portal.

In addition to these University support services this course also provides:

CCI Creative Careers: Support to add degree-related and relevant work experience for CV building including a work placement year, summer or short internships and part-time work.

CCI Creative Skills: One to one support sessions and group tutorials in creative software and skills relevant to CCI courses and future careers.

CCI Academic Skills: Access to resources to support learning strategies and techniques through one to one tutorials or group workshops.

CCI Student Support Advisor: Help to find appropriate academic, pastoral or practical support.

Specialist equipment and facilities relevant to the course.

Evaluation and Enhancement of Standards and Quality in Learning and Teaching

The University of Portsmouth undertakes comprehensive monitoring, review and evaluation of courses within clearly assigned staff responsibilities. Student feedback is a key feature in these evaluations, as represented in our Policy for Listening to and Responding to the Student Voice where you can also find further information.

Reference Points

The course and outcomes have been developed taking account of:

- University of Portsmouth Curriculum Framework Specification
- University of Portsmouth Vision
- Office for Students Conditions of Registration
- University of Portsmouth Code of Practice for Work-based and Placement Learning
- Quality Assurance Agency UK Quality Code for Higher Education
- Quality Assurance Agency Qualification Characteristic Statements
- Quality Assurance Agency Subject Benchmark Statement for **Communication, Media, Film and Cultural Studies, Computing, Art and Design**
- Quality Assurance Agency Framework for Higher Education Qualifications
- Requirements of Professional and/or Statutory Regulatory Bodies: **N/A**
- Vocational and professional experience, scholarship and research expertise of the University of Portsmouth's academic members of staff
- National Occupational Standards

Changes to your course/modules

The University of Portsmouth has checked the information provided in this Course Specification and will endeavour to deliver this course in keeping with this Course Specification. However, changes to the course may sometimes be required arising from annual monitoring, student feedback, and the review and update of modules and courses.

Where this activity leads to significant changes to modules and courses there will be prior consultation with students and others, wherever possible, and the University of Portsmouth will take all reasonable steps to minimise disruption to students.

It is also possible that the University of Portsmouth may not be able to offer a module or course for reasons outside of its control, for example, due to the absence of a member of staff or low student registration numbers. Where this is the case, the University of Portsmouth will endeavour to inform applicants and students as soon as possible, and where appropriate, will facilitate the transfer of affected students to another suitable course.

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Document Details	
CSD Template date	January 2025
Author	Tom Garner
Date of production and version number	01/10/2018 v1.0
Date of update and version number	27/11/2024 v3.0
Minimum student registration numbers	20