

## **Module Synopses**

### **PDC 1 - Post Diploma Certificate in Immersive Simulation and Content Development**

#### **Module 1: Immersive Simulation Development Techniques**

This module equips students to implement interactivity in immersive simulation applications. Students will also learn the fundamentals and history of immersive technology and different techniques to interact with immersive simulation environment and devices.

#### **Module 2: Immersive Media Content Development**

This module aims to equip students with the skillsets of various content creation techniques and process pipelines for assets to be incorporated into different mainstream such as Augmented Reality (AR), Virtual Reality (VR) and 360 Camera Capture platforms. Students will learn about the tools, technologies and workflows, basic narrative techniques, that enable immersive media to be integrated into applications.

### **PDC 2 - Post Diploma Certificate in Immersive Multi-User Experience**

#### **Module 3: Multi-User Immersive Simulation**

This module equips students with foundational knowledge of multi-user development. Students will learn how to convert a single user project to multi-user configuration, set up user interfaces for multiple user interactions as well as learn how to determine game state outcomes involving multiple users.

#### **Module 4: Immersive Experience Design with Capstone Project**

This capstone module will require students to apply their acquired skills and knowledge to develop products with strong implementation of immersive technologies. This involves project management, research, proposal development, conceptual design, practical design and development, visual design, application of production knowledge and testing. This module also aims to provide the opportunity for students to strengthen their competencies through the creation of meaningful interactions for immersive platforms by bringing together key user experience (UX) concepts and create compelling experiential and visual outcomes in the realms of interaction design, human computer interface, human-centered design, emotional design, narrative design, and/or gamification.