
DIPLOMA OF AUGMENTED AND VIRTUAL REALITY

This course consists of 7 units

SCHOLARLY PERSPECTIVES AR VR - CMR110

Credit Points: 10

This unit develops your scholarly skills and processes through an exploration of virtual, augmented and mediated reality theories and practice. Beyond technical and craft skills, expert practitioners also have an understanding of the historical and cultural context of their medium. Through developing your ability to research, analyse, argue, present, write, and cite relevant theory, you will become a more literate and capable creative. This knowledge and these skills can be applied in industry and research settings, to benefit your projects and company.

VIRTUAL REALITY TECHNOLOGIES - CMR101

Credit Points: 10

In order to design effective virtual reality experiences, you must understand the unique aspects of virtual reality. In this unit, you will identify and describe the core elements of virtual reality experience design. You will create prototypes that demonstrate these principles and observe and reflect on the results. You will work together in teams to produce prototypes and will be expected to document and reflect on the experience.

AUGMENTED REALITY TECHNOLOGIES - CMR102

Credit Points: 10

High performance mobile computing technology, mobile sensor technologies, and modern real

time rendering engines are facilitating a new wave of augmented reality applications in the market. This unit aims to provide you with the knowledge and experience to utilise these tools to understand augmented reality solutions designed for a wide variety of markets. Using a range of frameworks and prototype applications you'll apply augmented reality concepts and technologies to a range of needs. You will have an ability to understand and design for user embodiment of virtual and physical worlds.

MIXED REALITY HARDWARE - CMR103

Credit Points: 10

Augmented, mixed and virtual reality applications present an opportunity for physical and virtual interaction. Mixed reality hardware provides a means of connection between the virtual and augmented reality additions or replacements of the physical. This unit aims to give students experience in a range of physical and virtual hardware interfaces that facilitate immersion and quality of experience.

CONTEMPORARY INDUSTRIAL PRACTICES - CIM151

Credit Points: 10

This unit aims to develop your understanding of the creative media industries by studying the evolution of the industries over time. Change, evolution and disruption within creative media industries occur regularly and change the way the industries operate by displacing an existing market, industry, technology, person or process and creating something new which is more valuable. Change, evolution and disruption are inevitable and both creative and destructive processes.

In order to develop a career within the creative media industries, you will need to prepare for this disruption and evolve your employability skills over time. The key to maintaining this career is developing hard and soft skills, refining current skills sets and anticipating future changes in required skill sets. You will need to understand how the audience informs and influences the production and distribution of creative media products and how this in turn affects the skills required to succeed within the creative media industries.

You will study these topics alongside your colleagues in other disciplines, to develop an

understanding of the intersections between various creative media industries.

MANAGING SOFTWARE PROJECTS - CMR100

Credit Points: 10

Managing Software Projects covers the key skills and knowledge required to work within software development projects as a paraprofessional. The unit simulates a real world creative media project in which you'll work under the supervision of more senior technical and executive staff, with a simulated client relationship.

COMPUTER MEDIATED REALITY MAJOR PROJECT - CMR104

Credit Points: 20

Computer Mediated Reality Major Project brings together all the skills, knowledge and behaviours you will have acquired into the creation of a project, which combines multiple technologies and techniques. You will work in a simulated work environment under guidance from your tutor through the ideation, planning, development, refinement, and handover of a project of their own design.