

# TH348-15 Immersive (3rd Year Variant)

**20/21**

**Department**

SCAPVC - Theatre and Performance Studies

**Level**

Undergraduate Level 3

**Module leader**

Tim White

**Credit value**

15

**Module duration**

8 weeks

**Assessment**

100% coursework

**Study location**

University of Warwick main campus, Coventry

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## Description

### Introductory description

N/A.

### Module aims

The module aims to introduce students to technologies that reject the physical and critical distance of a viewer in favour of experiences that draw in the participant. Though the focus of the module will be given over to exposing students to a number of platforms - virtual reality, 360 degree video, motion tracking, proxemics and binaural sound - the introductory sessions will locate current immersive practices within the context of work including environmental theatre, immersive theatre, immersive cinema and surround sound. During week one of the summer term there will be four days split between contextualising lecture and afternoon workshop. Following this, students will submit a proposal in week 3 and, in conjunction with the convenor, undertake familiarization and research that feeds into the intensive work sessions in weeks 6 and 7, culminating in a presentation of their work at the end of week 7 (50%) and a subsequent critical review week 8 (50%).

### Outline syllabus

This is an indicative module outline only to give an indication of the sort of topics that may be

covered. Actual sessions held may differ.

Summer Term

Week 1

Lecture 1: Environmental antecedents

Workshop 1: Working in 3D

Lecture 2: Feedback and Loops

Workshop 2: Interactivity – proxemics

Lecture 3: The politics and ethics of immersion

Workshop 3: Virtual reality

Lecture 4: The experience economy

Workshop 4: Scoping a proposal

Week 4:

Tutorials for feedback on Week 3 proposals (solo or groups of 2)

Week 7 & 8

Project development, including 2 x 1 hour feedback sessions with each group to check progress

Friday Week 8 – Presentation (15 mins + 10 mins discussion – solo / 20 mins + 10 mins discussion group of two)

Thursday Week 9 – deadline for critical review

## **Learning outcomes**

By the end of the module, students should be able to:

- Develop competency in one or more immersive technologies.
- Apply techniques to a project agreed with convenor (that could be artistic and/or commercial and/or educational).
- Be able to pitch the project to professionals in the field.
- Identify the parameters and possibilities of the work in a subsequent critical review.

## **Indicative reading list**

Alston, Adam. *Beyond Immersive Theatre: Aesthetics, Politics and Productive Participation*. Springer, 2016. Print.

Aronson, Arnold. *The History and Theory of Environmental Scenography*. Ann Arbor: UMI Research Press, 1981. Print.

Atkinson, Sarah, and Helen W. Kennedy. "From Conflict to Revolution: The Secret Aesthetic, Narrative Spatialisation and Audience Experience in Immersive Cinema Design." *Participations* 13.1 (2016): 252-79. Print.

Bennett, Susan, and Marlis Schweitzer. "In the Window at Disney: A Lifetime of Brand Desire." *TDR* 58.4 (2014): 23-31. Print.

Biocca, Frank, and Mark R. Levy, eds. *Communication in the Age of Virtual Reality*. London: Routledge, 2013. Print.

Bishop, Claire. *Artificial Hells: Participatory Art and the Politics of Spectatorship*. London: Verson, 2012. Print.

Degen, Monica, Clare Melhuish, and Gillian Rose. "Producing Place Atmospheres Digitally: Architecture, Digital Visualisation Practices and the Experience Economy." *Journal of Consumer*

Culture (2015). Print.

Shearing, David. "Intimacy, Immersion and the Desire to Touch: The Voyeur Within." Theatre as Voyeurism: The Pleasures of Watching. Ed. Rodosthenous, G. UK: Palgrave Macmillan, 2015. 71-87. Print.

Verbeek, Peter-Paul. "Designing the Public Sphere: Information Technologies and the Politics of Mediation." The Onlife Manifesto: Being Human in a Hyperconnected Era. Ed. Floridi, Luciano: Springer, 2015. 217-27. Print.

Software

Blender

MakeHuman

Unity

Processing

Abode Creative Suite 6

Microsoft Kinect SDK 2.0

NI Mate

## **Interdisciplinary**

Works with WMG to understand sensory perception

## **Subject specific skills**

Knowledge of Immersive Practices

Understanding of XR technologies

## **Transferable skills**

Critical thinking

Active lifelong learning

Communication (verbal and written)

Teamwork and working effectively with others

Information literacy (research skills)

ICT literacy

Citizenship (local and global)

Ethical values

Inter-cultural learning and diversity awareness

Professionalism

Organisational awareness

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## **Study**

## **Study time**

<b>Type</b>	<b>Required</b>
Lectures	5 sessions of 2 hours (7%)
Tutorials	2 sessions of 1 hour (1%)
Project supervision	2 sessions of 1 hour (1%)
Practical classes	16 sessions of 1 hour (11%)
Supervised practical classes	50 sessions of 1 hour (33%)
Private study	70 hours (47%)
Total	150 hours

### **Private study description**

Preparation of Immersive practical element - 58 hours group work

Preparation of critical review - 12 hours individual work

### **Costs**

No further costs have been identified for this module.

### **Assessment**

You must pass all assessment components to pass the module.

#### **Assessment group A**

	<b>Weighting</b>	<b>Study time</b>
Assessed Presentation	50%	
<p>You will present a work on 13th June that is informed by the immersive practices and ideas explored on the module. This breadth of forms e.g. theatre work, installation, sound piece, virtual environment, site responsive work is such that responses might well range from solo works through to larger (up to 8) groups though the scope of the work would be expected to scale with the size of the group. The extended period of development is such that you are encouraged to make ambitious use of the resources at your disposal and to set the terms of the presentation - the studios are provided as a resource but should not necessarily predetermine the nature of your presentation. The presentation will be assessed according to the following</p> <ul style="list-style-type: none"> <li>a) strength of the proposal</li> <li>b) development of the proposal through to the final presentation</li> <li>c) identification, acquisition and deployment of appropriate resources</li> <li>d) publicity and generation of an audience for the presentation</li> <li>e) demonstration of understanding of immersive principles, pitfalls and possibilities</li> <li>f) demonstration of skills of editing and composition</li> <li>g) evidence a good awareness of the audience and the circumstances of the presentation</li> </ul>		
Critical Review	50%	

## Weighting

## Study time

2500 words comprising

- a) Your notion of immersive and how this is expressed in the presentation, inc key references/influences (500 words)
- b) Your role in the realisation of the presentation and the challenges confronted (500 words)
- c) Account of the presentation (500 words or visual/video equivalent)
- d) Reflections on the work - what worked, how it might be developed (1000 words)

Additional Component for 3rd Year students

- e) Produce an edited video document of the work created

## Feedback on assessment

Proposal & tutorial  
Assessed Presentation & responses from panel plus standard feedback sheet  
Critical Review & standard feedback sheet

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## Availability

## Courses

This module is Optional for:

- UTHA-W421 Undergraduate Theatre and Performance Studies
  - Year 3 of W421 Theatre and Performance Studies
  - Year 3 of W421 Theatre and Performance Studies
- Year 4 of UTHA-W422 Undergraduate Theatre and Performance Studies (with Intercalated Year)