

**WM8004      Advanced Interactive Applications**



**Course Aim** The aim of this course is to build upon skills and techniques acquired in earlier courses to enable students to develop rich, interactive, immersive environments for online distribution. Students will gain valuable experience in producing three-dimensional content for a variety of web-enabled interactive software, such as 3D games, educational applications, rich web content and augmented reality systems.

<b>Short Title</b>	AIA	<b>Version</b>	2
<b>Faculty</b>	EDICT	<b>Effective From</b>	February 1, 2016
<b>Polytechnic Level</b>		<b>Indicative NQF Level</b>	8
<b>Credits</b>	15	<b>Student Contact hrs</b>	60
<b>Pre-requisites</b>	WM7002 (WMB6002)	<b>Self-directed hrs</b>	90
<b>Co-requisites</b>		<b>Other directed hrs</b>	
<b>Anti-requisites</b>		<b>Total learning hrs</b>	150

<b>Learning Outcomes</b>	On successful completion of this course, students will be able to:	<b>NQF Sub-strand</b>
1	produce professional-level planning documents to manage complex, multi-faceted interactive media projects	Theoretical Understanding
2	implement sophisticated 3D modeling and animation techniques for the purpose of creating assets for use in immersive environments	Practical Application of knowledge
3	build purposeful interactive 3D environments through the application of advanced interactive design techniques, informed by specialised knowledge of state of the art hardware and software	Practical Application of knowledge
4	critically assess employability skills by reflecting on a variety of roles within a collaborative project environment	Autonomy, Responsibility, Context