

LANEY COLLEGE COURSE OUTLINE

COLLEGE:		STATE APPROVAL DATE:	05/11/2018
ORIGINATOR:	Vina Cera	STATE CONTROL NUMBER:	CCC00059 3390
		BOARD OF TRUSTEES APPROVAL DATE:	05/08/2018
		CURRICULUM COMMITTEE APPROVAL DATE:	03/16/2018
		CURRENT EFFECTIVE DATE:	08/01/2018

DIVISION/DEPARTMENT:

1. REQUESTED CREDIT CLASSIFICATION:

Credit - Degree Applicable
Course is not a basic skills course.
Program Applicable

2. DEPT/COURSE NO:

MEDIA 075

3. COURSE TITLE:

Augmented Reality

4. COURSE: Laney New Course

TOP NO. 0699.00*

5. UNITS: 3.000

HRS/WK LEC: 2.00 Total: 35.00

HRS/WK LAB: 3.00 Total: 52.50

HRS/WK TBA:

6. NO. OF TIMES OFFERED AS SELETED TOPIC: AVERAGE ENROLLMENT:

7. JUSTIFICATION FOR COURSE:

This field is growing exponentially, as shown by the many unfilled jobs seen daily in the job ads. Together with the storytelling skills gained in the many MEDIA department courses at Laney College, this AR course will equip students with entry level skills to extremely high paying internships in the industry.

8. COURSE/CATALOG DESCRIPTION

Principles of AR Immersive Design for Mobile, Web, and Head Mounted Displays: Analysis and application of concepts of Augmented Reality; Design, UI, Flowcharts, Storyboards, Interactivity, World Building, Storytelling; Software and Hardware.

9. OTHER CATALOG INFORMATION

- a. Modular: No If yes, how many modules:
- b. Open entry/open exit: No
- c. Grading Policy: Both Letter Grade or Pass/No Pass
- d. Eligible for credit by Exam: No
- e. Repeatable according to state guidelines: No
- f. Required for degree/certificate (specify):
AR/VR: Immersive Design
- g. Meets GE/Transfer requirements (specify):
Acceptable for credit CSU/UC
- h. C-ID Number: Expiration Date:

i. Are there prerequisites/corequisites/recommended preparation for this course? No

10. LIST STUDENT PERFORMANCE OBJECTIVES (EXIT SKILLS): (Objectives must define the exit skills required of students and include criteria identified in Items 12, 14, and 15 - critical thinking, essay writing, problem solving, written/verbal communications, computational skills, working with others, workplace needs, SCANS competencies, all aspects of the industry, etc.)(See SCANS/All Aspects of Industry Worksheet.)

Students will be able to:

1. Implement AR content development
2. Develop and implement AR aesthetics
3. Develop a functioning AR prototype
4. Implement core concepts of AR storytelling and information design
5. Explain software technologies including AR platforms, AR Entertainment, AR Environments

11A. COURSE CONTENT: List major topics to be covered. This section must be more than listing chapter headings from a textbook. Outline the course content, including essential topics, major subdivisions, and supporting details. It should include enough information so that a faculty member from any institution will have a clear understanding of the material taught in the course and the approximate length of time devoted to each. There should be congruence among the catalog description, lecture and/or lab content, student performance objectives, and the student learning outcomes. List percent of time spent on each topic; ensure percentages total 100%.

LECTURE CONTENT:

1. 10% AR Theory
2. 15% AR content development
3. 20% Software technologies
4. 15% Core concepts of AR Content
5. 20% AR aesthetics and user interface design
6. 20% AR prototype development

11B. LAB CONTENT:

1. 15% AR Pre-Production
2. 30% AR Production
3. 20% AR Software Technologies
4. 30% AR Prototype Construction
5. 05% AR Content Testing & Deployment

12. METHODS OF INSTRUCTION (List methods used to present course content.)

1. Activity
2. Lecture
3. Lab
4. Observation and Demonstration
5. Discussion
6. Critique
7. Projects
8. Visiting Lecturers
9. Multimedia Content

13. ASSIGNMENTS: 4.00 hours/week (List all assignments, including library assignments. Requires two (2) hours of independent work outside of class for each unit/weekly lecture hour. Outside assignments are not required for lab-only courses, although they can be given.)

Out-of-class Assignments:

1. Researching and reading AR theory assignments
2. Viewing and Critiquing AR content
3. Hands on projects
4. Individual and Peer Reviews
5. AR topic Document creation

ASSIGNMENTS ARE: (See definition of college level):

Primarily College Level

14. STUDENT ASSESSMENT: (Grades are based on):

ESSAY (Includes "blue book" exams and any written assignment of sufficient length and complexity to require students to select and organize ideas, to explain and support the ideas, and to demonstrate critical

thinking skills.)

COMPUTATION SKILLS

NON-COMPUTATIONAL PROBLEM SOLVING (Critical thinking should be demonstrated by solving unfamiliar problems via various strategies.)

SKILL DEMONSTRATION

15. TEXTS, READINGS, AND MATERIALS

A. Textbooks:

Jonathan Linowes. *Augmented Reality for Developers: Build practical augmented reality applications with Unity, ARCore, ARKit, and Vuforia*. 1st Packt Publishing, 2017.

Ray Wenderlich, etal. *Unity games by tutorial*. 2nd RazewareLLC, 2017.

*Date is required: Transfer institutions require current publication date(s) within 5 years of outline addition/update.

B. Additional Resources:

Library/LRC Materials and Services:

The instructor, in consultation with a librarian, has reviewed the materials and services of the College Library/LRC in the subject areas related to the proposed new course

Are print materials adequate? Yes

Are nonprint materials adequate? Yes

Are electronic/online resources available? Yes

Are services adequate? Yes

Specific materials and/or services needed have been identified and discussed. Librarian comments: Please provide a list of recent, recommended supplementary (non-textbook) titles to the acquisitions librarian.

C. Readings listed in A and B above are: (See definition of college level):

Primarily college level

16. DESIGNATE OCCUPATIONAL CODE:

B - Advance Occupational

17. LEVEL BELOW TRANSFER:

Y = Not Applicable

SUPPLEMENTAL PAGE

Use only if additional space is needed. (Type the item number which is to be continued, followed by "continued."

Show the page number in the blank at the bottom of the page. If the item being continued is on page 2 of the outline, the first supplemental page will be "2a." If additional supplemental pages are required for page 2, they are to be numbered as 2b, 2c, etc.)

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STUDENT LEARNING OUTCOMES

1. **Outcome:** Design and create an AR project from concept to final product.

This outcome maps to the following Institution Outcomes:

- Career Technical Education - Students will demonstrate technical skills in keeping with the demands of their field of study.

Assessment: Instructor and class critique of final AR production according to Rubric distributed and discussed in class.

2. **Outcome:** Collaborate effectively with production team.

This outcome maps to the following Institution Outcomes:

- Communication - Students will effectively express and exchange ideas through various modes of communication.

Assessment: Instructor evaluation of student activities during class projects.

3. **Outcome:** Adapt professional skills to most current AR technology industry standards

This outcome maps to the following Institution Outcomes:

- Personal and Professional Development - Students will develop their knowledge, skills and abilities for personal and/or professional growth, health and well being.

Assessment: Instructor evaluation of student competency in most current AR industry tools.

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