



DDES9902 Human Dimensions in Immersive Environments

Term T1, 2020

Course Information

Units of Credit: 6

Course Overview

Course Description

As we become increasingly compelled throughout our daily interactions to work or engage with digital and automated systems, we need to remain mindful of their purpose and impact on our lives. This course will help you understand how and why humans engage with immersive environments and technology systems in order to make better and more effective use of their potential.

Human cognition, performance and behaviour will be analysed across fully synthetic and virtual environments, as well as live and mixed reality contexts. You will examine ergonomic factors and how they impact performance in addition to more complex cognitive human responses, evolving human-machine relationships and next generation AI.

This course is designed to be low-residency. It is conducted online with up to 3 face-to-face intensive meetups per term conducted on Fridays and weekends on campus or at our industry partner facilities. Students will also have full access to all on-campus facilities throughout each term. Students may incur additional travel and accommodation costs.

Course Learning Outcomes

On completion of this course, the student should be able to:

1. Evaluate the physical and psychological impacts of human interactions and performance in immersive environments.
2. Select and analyse interactive methodologies for industry specific contexts and uses.
3. Assess the ethical implications for human engagement in immersive and interactive contexts.

Teaching and Learning in this Course

This course uses a variety of teaching approaches:

Blended/online

- Moodle - Learning Management System

Assessment

	TITLE	WEIGHTING	ASSESSMENT TYPE
Assessment Task 1	Interaction Reconceptualisation	40%	Design Studio Work
Assessment Task 2	Human-centred Design Process	40%	Design Studio Work
Assessment Task 3	myPortfolio Personal Reflection	20%	Portfolio

Resources

Refer to Moodle.