

**Program Code**

MIMT

**Program Minimum Units**

36

**Standard Duration**

2 Years

**Program Faculty**

Faculty of Arts

**AQF Level**

09

**Academic Year**

2022

These Program Rules should be read in conjunction with the University's policies (<http://www.adelaide.edu.au/policies>).

**Overview**

This program introduces students to principles and practices of Immersive Media. Students will develop skills and understandings in areas related to immersive media such as physiological and psychological impact, design principles and technical knowledge. They will engage critically with industry frameworks and will demonstrate technical knowledge across a range of hardware and software platforms. They will put their skills into practice in developing an immersive media project, and will engage in a research project relevant to immersive media.

The Master of Immersive Media Technologies is an AQF Level 9 Masters qualification.

The Master of Immersive Media Technologies as a Conversion qualification has a standard full-time duration of 2 years. As an Extension qualification, it has a standard full-time duration of 1.5 years.

**Conditions***Interruption of program:*

Students must apply for permission from the Executive Dean or delegate before taking a Leave of Absence. Any extension of the leave without approval will result in the loss of place in the program but an application may be made to be re-admitted to the program subject to the admission procedures in place at the time.

**Academic Program Rules for Master of Immersive Media Technologies (MImmMediaTech)**

There shall be a Master of Immersive Media Technologies (MImmMediaTech).

**Qualification Requirements****Academic Program**

To qualify for the degree of Master of Immersive Media Technologies as a Conversion program, the student must satisfactorily complete a program of study consisting of the following requirements with a combined total of not less

than 48 units, comprising:

1. Core courses to the value of 30 units
2. Elective courses to the value of 6 units
3. Research courses to the value of 12 units.

To qualify for the degree of Master of Immersive Media Technologies as an Extension program, the student must satisfactorily complete a program of study consisting of the following requirements with a combined total of not less than 36 units, comprising:

1. Core courses to the value of 18 units
2. Elective courses to the value of 6 units
3. Research courses to the value of 12 units.

### **Core - Conversion Master**

To satisfy the requirements for Core - Conversion Master students must complete courses to the value of 30 units.

All of the following courses must be completed:

- MDIA 7010 [Immersive Media Design](#) (6 units)
- MDIA 7011 [Immersive Media Asset Generation](#) (6 units)
- MDIA 7012 [Immersive Media Business](#) (6 units)
- MDIA 7013 [Immersive Media Development](#) (6 units)

**and**

Courses to the value of 6 units from the following:

- MDIA 7007 [Media Masters Research Methods](#) (6 units)

**or**

Courses to the value of 6 units from the following:

- EDUC 7054 [Research Design](#) (3 units)
- EDUC 7054OL [Research Design](#) (3 units)
- EDUC 7055 Research Communication (3 units)
- EDUC 7055OL [Research Communication](#) (3 units)

### **Core - Extension Master**

To satisfy the requirements for Core - Extension Master students must complete courses to the value of 18 units.

All of the following courses must be completed:

- MDIA 7010 [Immersive Media Design](#) (6 units)
- MDIA 7011 [Immersive Media Asset Generation](#) (6 units)
- MDIA 7013 [Immersive Media Development](#) (6 units)

### **Research - Conversion and Extensions Master**

To satisfy the requirements for Research - Conversion and Extensions Master students must complete courses to the value of 12 units.

Courses to the value of 12 units from the following:

- MDIA 7008 [Media Masters Research Project](#) (12 units)

### **Electives - Conversion Master**

To satisfy the requirements for Electives - Conversion Master students must complete courses to the value of 6 units.

Courses to the value of 6 units from the following:

MDIA 7003 [Media Master Core](#) (6 units)

**or**

Courses to the value of 6 units from the following:

Coding Elective(s)

COMP SCI 7202 [Foundations of Computer Science](#) (6 units)

**or**

Courses to the value of 6 units from the following:

ENTREP 7036 [Digital Entrepreneurship](#) (3 units)

ENTREP 7901 [Tech eChallenge](#) (3 units)

### **Electives - Extension Master**

To satisfy the requirements for Electives - Extension Master students must complete courses to the value of 6 units.

Courses to the value of 6 units from the following:

MDIA 7003 [Media Master Core](#) (6 units)

MDIA 7007 [Media Masters Research Methods](#) (6 units)

**or**

Courses to the value of 6 units from the following:

Coding Elective(s)

COMP SCI 7202 [Foundations of Computer Science](#) (6 units)

**or**

Courses to the value of 6 units from the following:

EDUC 7055 Research Communication (3 units)

EDUC 7055OL [Research Communication](#) (3 units)

ENTREP 7901 [Tech eChallenge](#) (3 units)

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