1.	**Field of study**	**Music in Multimedia**
2.	Faculty	Faculty of Fine Arts and Educational Science
3.	Academic year of entry	2025/2026 (winter term)
4.	Level of qualifications/degree	second-cycle studies
5.	Degree profile	practical
6.	Mode of study	full-time

7.	**General information about the module**
Module name	**VR in creative industries**
Module code	W6-DigiCrea-MM-VRCI
Number of the ECTS credits	1
Language of instruction	English
Purpose and description of the content of education	The module "VR in Creative Industries" introduces students to the applications of virtual reality (VR) technology across various sectors of the creative industries. The course focuses on analyzing the role of VR in art, film, video games, spatial design, and other forms of artistic expression and communication. Students will learn about the tools and technologies used in VR and the challenges and potential of this technology in the creative context. The module enables an understanding of how VR influences user experiences and how it transforms traditional production methods in creative industries. Participants will analyze examples of VR applications across sectors, discussing innovative projects and case studies. The course aims to develop critical thinking skills regarding the future of VR technology in the context of art and media.
List of modules that must be completed before starting this module (if necessary)	not applicable

8. Learning outcomes of the module

Code	Description	Learning outcomes of the programme	Level of competenc (scale 1-5)
S2-VRCI_1	The student knows the applications of VR technology across various sectors of the creative industries, including art, film, and video games.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W05	4 3 3
S2-VRCI_2	The student possesses knowledge about the tools and technologies used in VR and the challenges associated with this technology.	W6-MM-S2-W02 W6-MM-S2-W03 W6-MM-S2-W04	5 4 3
S2-VRCI_3	The student understands the impact of VR on user experiences and the transformation of traditional production methods in creative industries.	W6-MM-S2-W02 W6-MM-S2-W04 W6-MM-S2-W05	5 3 4
S2-VRCI_4	The student can collaborate in a group, sharing knowledge about VR and engaging in discussions about the future of this technology in art and media.	W6-MM-S2-K03 W6-MM-S2-K06 W6-MM-S2-K07	3 5 4

9.	Methods of conducting classes	
Code	**Category**	**Name (description)**
a01	Lecture methods / expository methods	Formal lecture/ course-related lecture *a systematic course of study involving a synthetic presentation of an academic discipline; its implementation assumes a passive reception of the information provided*
b01	Problem-solving methods	Problem-based lecture *an analysis of a selected scientific or practical problem accompanied by its assessment and an attempt to provide a solution to the issues presented in the lecture as well as the indication of the consequences of the proposed solution*
b04	Problem-solving methods	Activating method – discussion / debate *an exchange of views supported by substantive arguments leading to a clash of different views, a compromise or the identification of common positions; it proceeds according to previously agreed-upon rules regarding the time, manner and turn-taking as well as the principles of civil discourse; a discussion is not a competition but aims at finding the best solutions or presenting different points of view; its varieties include brainstorming, Oxford-style debate, panel discussion, decision tree, conference discussion; a debate is an orderly dispute between supporters and opponents of a viewpoint, usually specialists in the field or pre-selected representatives of a group dealing with a common problem*
b07	Problem-solving methods	Activating methods: a case study *a comprehensive description of a phenomenon connected with the selected discipline; reflecting the reality, presenting the 'what', 'where' and 'how' of the phenomenon, i.e., all of its key aspects to be discussed in class; used as a reproduction, presentation, discussion or diagnosis of factors that shape the phenomenon or interact with it; an in-depth qualitative analysis and evaluation of a selected phenomenon*

10.	Forms of teaching				
Code	**Name**	**Number of hours**	**Assessment of the learning outcomes of the module**	**Learning outcomes of the module**	**Methods of conducting classes**
W_VRCI	lecture	15	exam	S2-VRCI_1, S2-VRCI_2, S2-VRCI_3, S2-VRCI_4	a01, b01, b04, b07

11.	The student's work, apart from participation in classes, includes in particular:		
Code	**Category**	**Name (description)**	**Is it part of the BUNA?**
a02	Preparation for classes	Literature reading / analysis of source materials *reading the literature indicated in the syllabus; reviewing, organizing, analyzing and selecting source materials to be used in class*	Yes
a04	Preparation for classes	Consulting materials complementary to those indicated in the syllabus *agreeing on materials complementary to those indicated in the syllabus, supporting the implementation of tasks resulting from or necessary for class participation*	Yes
c02	Preparation for verification of learning outcomes	Studying the literature used in and the materials produced in class *exploring the studied content, inquiring, considering, assimilating, interpreting it, or organizing knowledge obtained from the literature, documentation, instructions, scenarios, etc., used in class as well as from the notes or other materials/artifacts made in class*	No
e01	Activities complementary to the classes	Undertaking, on one's own initiative and individually, activities aimed at expanding the scope or depth of the teaching content, also beyond the walls of the University *a set of activities undertaken independently and on the student's own initiative, aimed at expanding the depth and scope of knowledge and skills, their revision and repetition, retention or verification, also activities carried outside the university, e.g., in a culture promoting or educational institution, a*	No

		laboratory, in the open air, etc.; also self-education	

Information on the details of the module implementation in a given academic year can be found in the syllabus available in the USOS system: https://usosweb.us.edu.pl.