

# IML 575 Media Arts Research Lab: Practicum in XR Production and Development

Spring 2024 | Section 37475D 037 | 2 units

Tuesdays | 1:00-3:50p.m.

For D-Clearance, contact [sfisher@cinema.usc.edu](mailto:sfisher@cinema.usc.edu)

The goal of this practicum is to provide students a hands-on introduction to applied XR production and development. It will focus on developing additional modules for the **Immersive Archive Project** that re-present several historic XR devices and visions. The project team will work from source code, original archival materials, and oral histories to design and implement these new prototypes.

While XR (VR/AR/MxR) is a rapidly expanding medium, it has a long and rich history that has not yet been preserved and is at risk of extinction. **The Immersive Archive Project** is an initiative to restore and exhibit the seminal works from across XR's rich history. Similar in concept and function to a Film or Internet Archive that collects, restores, and conserves a wide range of media, the Immersive Archive aims to provide users an interactive, first-person, immersive experience of XR's greatest research and artistic breakthroughs and experiences.

As a member of this sponsored project class, you will become part of an interdisciplinary team of students, faculty, and industry professionals that will conduct research, develop prototypes, and contribute to a real-world public facing XR app. The project seeks a wide range of skillsets including AR/VR programming, 3D modelling, web design, narrative design, UI/UX design, database development, and a very strong interest in XR technologies.



<https://immersivearchive.org/>

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Course taught by:

- o **Scott Fisher**, Director of USC's Mobile & Environmental Media Lab which explores mixed reality, location-specific mobile experiences, and ambient storytelling