

Summer Curriculum Development Grant Application (March 29, 2021)

Soojin Kim, Assistant Professor of Digital Art & Design, Department of Art and Art History

Title: *Developing a Virtual and Augmented Reality Course*

Introduction:

Please consider my request for \$1,500 to support the development of a 300 level Virtual and augmented reality (VR/AR) course in the Art and Art history department enhance preparation for emerging careers. This course will complement and enrich the Digital Art component of the Digital Art & Design concentration, Digital Media Design in New Media Studies, and also to offer a VR/AR art-making experience to the Studio Art and Illustration concentration students.

Virtual and augmented reality is taking place in people's daily digital experiences and cultural industries, and the current COVID-19 pandemic further is accelerating its use by providing possibly the best **try-on** or learning experiences in a remote environment. Visual art and design are some of the fields in which this trend is being even more rapidly reflected. Many of the recent exhibitions in art museums are rushing to introduce exhibitions and works incorporating VR/AR to create museum tours, make exhibits interactive, and bring two-dimensional illusions to an immersive experience. Therefore, many of the art & design areas in universities are starting to provide virtual and augmented reality courses. For example, the University of Connecticut is offering a class called DMD 3520 3D Virtual World, Massachusetts College of Art and Design is running classes such as CDGD 368 Disobedient Design: From Activist Posters to Augmented Reality and CDGD 363 Programming for Designers. The School of the Museum of Fine Arts offers DIG 0150 Virtual Reality.

In 2020 Digital Art & Design concentration faculty members came to a consensus to create a VR/AR class in the near future for students focusing on graphic design, digital arts and new media studies, but also for students studying studio art and illustration. The course will incorporate traditional art skills such as drawing, painting, and sculptures with immersive

experiences. Since the interactive element is at its core in the VR/AR realm, minimum programming skills are required for it. A Summer Curriculum Development Grant will allow Assistant Professor Soojin Kim who majored in both Fine Arts and Engineering to develop a 300-level virtual and augmented reality course to ensure offering a career-oriented curriculum to Eastern students.

Objectives:

Developing 300-level Course – Introduction to Virtual and Augmented Art and Design

- Building learning objectives reflecting Eastern's new Liberal Arts Learning Outcomes.
- Establishing a reading list that supports the learning objectives.
- Developing assignments that all Art majors can learn concepts & skills and utilize critical thinking and creativity.
- Testing software and equipment to find an optimal and sustainable solution for the course.
- Creating assignment prototypes, and examples to provide students.

Activities:

June 2021

- Research the curriculum structure of the other schools in and outside of Connecticut that offers similar programs. Compare that to what Eastern offers in a related subject.
- Create learning objectives.

July - August 2021

- Research the VR/AR art and design outcomes from other Artists and Museums.
- Create assignments and validate learning objectives.
- Make a prototype of assignments while testing out devices and software.

August-September 2021

- Write course proposal draft.
- Meet with the department chair and NMS coordinator to review draft.
- Present the course outcome (prototypes) to Digital Art & Design and New Media Studies faculty.

Budget:

Stipend for Assistant Professor Soojin Kim \$1,500

Total Funds Requested: **\$1,500**