



CMPT 2030: Industry Practicum

EFFECTIVE DATE

September 2020

DEPARTMENT

VR and AR

DESCRIPTION

The 14-week industry practicum provides students with an opportunity to apply the skills and knowledge from the classroom in an industry setting. Students will start in class to further develop their abilities to complete a successful practicum, including workplace culture and etiquette. Students will work with program faculty and approved prospective placement sites to apply for a practicum assignment that best meets their personal learning and career development goals. During the practicum assignment students will further develop their programming skills, develop their capacity to communicate effectively in the workplace and begin to build a network of key industry contacts that can help them with their goal of securing permanent employment in the technology sector. Students will meet with faculty regularly to go over their projects for troubleshooting and guidance. Finally, students will showcase their projects at an event where the industry partners will be invited.

CREDITS

19.0

YEAR OF STUDY

2nd Year Post-secondary

PREREQUISITES

Completion of all courses in Term 3 of the VR/AR Design and Development Diploma within the last 8 months with a minimum overall GPA of 2.3 (65% average). Vancouver Film School students who are interested in adding a practicum component, and have successfully finished the VR/AR program in the last 8 months with a minimum overall GPA of 2.3 (65% average) are eligible to register in this course.

COREQUISITES

None

COURSE LEARNING OUTCOMES

Upon successful completion of this course, students will be able to:

- Research and evaluate industry partners to prepare for employment.

- Identify and meet employer expectations of performance.
- Communicate and work effectively in a team, including punctuality and time management, in the technology sector.
- Apply project management processes to explore and analyze visual and experiential problems.
- Develop authentic, believable, and compelling immersive VR/AR experiences for industrial applications using production tools, programming, and game engines.
- Critically assess artistic and technical challenges and apply appropriate problem solving techniques.
- Set and achieve industry aligned performance goals.
- Demonstrate consistent and reliable production practices.
- Present a professional VR/AR portfolio to the VCC community and industry partners.

PRIOR LEARNING ASSESSMENT & RECOGNITION (PLAR)

None

HOURS

Lecture: 45

Practicum: 525

Other: 525

INSTRUCTIONAL STRATEGIES

Practicum placement in an appropriate industry setting with on-site supervision from workplace mentor and regular advising sessions on campus with VCC faculty. Note: Students will be employees of the Ministry of Advanced Education for the duration of the practicum, and will therefore be covered by WorkSafe BC during that period.

GRADING SYSTEM

Satisfactory/Unsatisfactory

PASSING GRADE

Satisfactory

EVALUATION PLAN

Type	Percentage	Assessment activity
Practicum		Instructor evaluation integrating workplace mentor feedback* (S or U based on rubric)
Project		Project completion* (S or U based on rubric)
Assignments		Practicum self assessment* (S or U based on rubric)

Portfolio		Portfolio completion and event presentation* (S or U based on rubric)
		*Students must attain a satisfactory grade on all components to achieve "S"

COURSE TOPICS

- Creation of a VR and/or AR application for industry aligned with the industry goals
- Working as a team member, professional and ethical behaviour in the workplace, and communication in the workplace
- Personal and professional accountability during regular mentoring sessions
- Self-reflection and self-assessment
- Presentation of VR and/or AR application at a professional event

LEARNING RESOURCES

None

Notes:

- Course contents and descriptions, offerings and schedules are subject to change without notice.
- Students are required to follow all College policies including ones that govern their educational experience at VCC. Policies are available on the VCC website at:
<https://www.vcc.ca/about/governance--policies/policies/>.
- To find out how this course transfers, visit the BC Transfer Guide at <https://www.bctransferguide.ca>.

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