



## **DM3015** **Interactive Environments**

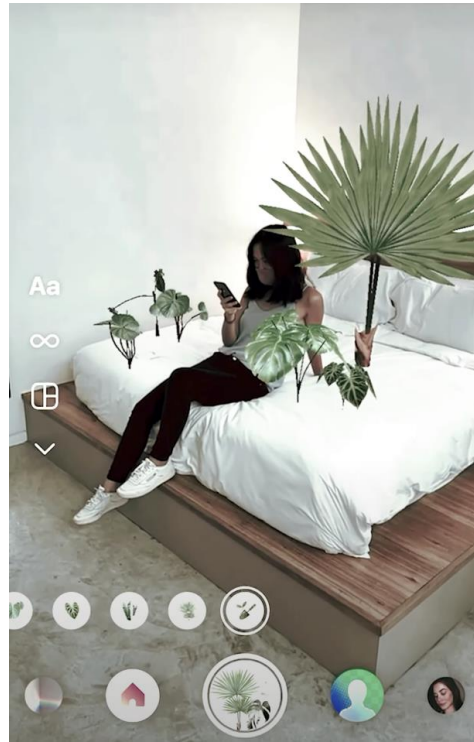
**Eligibility: ADM / IEM**

**Pre-requisite: DM3013**

(can be waived subject to approval)

**Jake Tan (Part-Time Faculty)**

**G01 (63828): Wednesdays, 9:30 – 12:20 at ART-01-11A + Truss Room**



Mobile Legends: MPL Season 2 Virtual XR Environment (2021) – SERIAL COMMUNICATION  
The Ethereal Aether. An Exhibition of Digital Art (2021)  
Lloyd's Inn's Hidden Garden AR Experience – SERIAL COMMUNICATION (2021)

### **Learning Objective & Content**

Interactive Environments expands upon the learning in DM3013 Interactive Spaces, extending the learning to a broader sphere of interaction design that considers the natural and built environment, world-building and immersive experiences designed for a wide public.

Engaging with unique and topical contemporary issues in interactive and emerging media with a focus on the dynamics of interactive environments in media art and design. You will explore and familiarize yourself with issues identified in the course, conduct analysis, develop iterative prototyping and produce an original environmental or immersive experience in the fields of digital, extended reality and the metaverse.

**To find out more, please contact:**  
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