University of Florida
College of Journalism and Communications
Department of Media Production, Management, and Technology

RTV Special Study in Media Production, Management, and Technology:
Immersive Technology (VR, AR, MR)
Fall 2025

Location: Weimer Hall 1092
Time: Tuesdays, 12:50pm-3:50pm

Course Instructor: Eugy Han (pronounced oo-ghee)
Contact: eugyoung.han@ufl.edu
Office Hours Location: Room 3049, Weimer Hall
Office Hours: Tuesdays, 4pm-5pm; Wednesdays, 1pm-2pm; or by appointment

Course Description
This course focuses on immersive technologies, which are computer-generated simulations of worlds. Students will be introduced to media such as virtual, augmented, and mixed reality (VR/AR/MR) and their applications across disciplines such as computer science, psychology, and medicine. Through an interdisciplinary lens, the course examines key topics, including the psychological and behavioral mechanisms behind how people perceive virtual humans, the design of virtual spaces and interactions, and the ethical considerations that shape the regulation of virtual worlds. Students will gain a foundational understanding of how these technologies function, their current uses, and their future potential.

Course Objectives
Throughout the course, students will gain hands-on experience with immersive applications and explore their features. Through interactive engagement, students will critically evaluate how these technologies function and impact users. The course will culminate in a final project, where students will work together in groups to develop a creative project. The final project will be accompanied by a presentation in which they will communicate their insights using industry-relevant language and concepts. Note, no prior coding experience is required, but students who wish to incorporate coding into their final projects are welcome to do so.

Readings
There are no required textbooks for this class; all the readings will be posted on the Canvas course site.

Grade Percentage

Class attendance & participation	15%
Weekly Reading Questions	5%
Weekly Reading/Material Reflections	25%

Final Project	
Proposal & Check-in's	5%
Project Material(s)	40%
Presentation	10%

Grade Equivalent

Grades will be based on the following scale:

A	93-100%	B-	80-82%	D	60-69%
A-	90-92%	C+	77-79%	F	Below 60%
B+	87-89%	C	73-76%		
B	83-86%	C-	70-72%		

Class Attendance & Participation
- Attendance and timely arrival
- Participation in class and office hours is strongly encouraged. Share your perspectives and experiences on the course topics to help others learn something new. You are encouraged to ask questions and elaborate on any ideas you may have. If you feel uncomfortable sharing in front of others, there will be opportunities, through office hours and smaller group activities, for you to engage in conversations.
- Fair and inclusive collaboration and teamwork. The discussions and projects are meant to create a space for honest and intellectual growth. Be mindful and respectful of each other's experiences, perspectives, comments, and time.

Weekly Reading Questions and Reading/Material Reflections
Prior to class on Tuesdays, students should skim or read the assigned materials and review the week's lecture topic. They should submit one question that they have related to either the topic or the readings. The question should be submitted on Canvas by 11:59pm (midnight) on Monday. Following the lecture on Tuesday, students will turn in a one-to-two page (300-400 word) response to the readings each week. Response question topics will be assigned after lecture on Tuesday and should be submitted by 11:59pm (midnight) on Sunday. Reflection papers are intended to build on both the reading and lecture material and discussions, not summarize them.

Final Project
In the second half of the course, students will work on their final projects, either individually or in groups. There are two project options to choose from: one option focusing on research and a written analysis, and the second option focusing on prototyping and design. Projects will engage with one or more aspects of immersive technology (such as, but not limited to: people, places, communities, or regulations). While the final project may

include elements developed using immersive technology or technology broadly, it is not required. We will discuss the goals and expectations for the final project during the course. Students will have regular check-ins with the instructor throughout the second half to receive feedback and track progress. In the final week, students will present their completed projects to the class.

Academic Policies
Full policy here: https://syllabus.ufl.edu/syllabus-policy/uf-syllabus-policy-links/

Course Evaluations:
Students are expected to provide professional and respectful feedback on the quality of instruction in this course by completing course evaluations online. Students can complete evaluations in three ways:
- The email they receive from GatorEvals
- Their Canvas course menu under GatorEvals
- The central portal at https://my-ufl.bluera.com

Guidance on how to provide constructive feedback is available at https://gatorevals.aa.ufl.edu/students/. Students will be notified when the evaluation period opens. Summaries of course evaluation results are available to students at https://gatorevals.aa.ufl.edu/public-results/.

Accommodations for Special Needs:
Students with disabilities who experience learning barriers and would like to request academic accommodations should connect with the Disability Resource Center. See the "Get Started With the DRC" webpage on the Disability Resource Center site. It is important for students to share their accommodation letter with their instructor and discuss their access needs, as early as possible in the semester.

Honor Code:
UF students are bound by The Honor Pledge which states "We, the members of the University of Florida community, pledge to hold ourselves and our peers to the highest standards of honor and integrity by abiding by the Honor Code. On all work submitted for credit by students at the University of Florida, the following pledge is either required or implied: "On my honor, I have neither given nor received unauthorized aid in doing this assignment." The Conduct Code specifies a number of behaviors that are in violation of this code and the possible sanctions. See the UF Conduct Code website for more information. If you have any questions or concerns, please consult with the instructor in this class.

Recording Policy:
Students are allowed to record video or audio of class lectures. However, the purposes for which these recordings may be used are strictly controlled. The only allowable purposes are (1) for personal education use, (2) in connection with a complaint to the university, or (3) as evidence in, or in preparation for, a criminal or civil proceeding. All other purposes are prohibited. Specifically, students may not publish recorded lectures without the written consent of the instructor. A "class lecture" is an educational presentation intended to

inform or teach enrolled students about a particular subject, including any instructor-led discussions that form part of the presentation, and deliver by an instructor hired or appointed by the University, or by a guest instructor, as part of a University of Florida course.

A class lecture does not include lab sessions, student presentations, clinical presentation such as patient history, academic exercises involving solely student participation, assessments (quizzes, tests, exams), field trips, private conversations between students in the class or between a student and the faculty or guest lecturer during a class session.

Publication without permission of the instructor is prohibited. To "publish" means to share, transmit, circulate, distribute, or provide access to a recording, regardless, of format or medium, to another person (or persons), including but not limited to another student within the same class section. Additionally, a recording, or transcript of a recording, is considered published if it is posted on or uploaded to, in whole or in part, any media platform, including but not limited to social media, book, magazine, newspaper, leaflet, or third-party note/tutoring services. A student who publishes a recording without written consent may be subject to a civil cause of action instituted by a person injured by the publication and/or discipline under UF Regulation 4.040 Student Honor Code and Student Conduct Code.

Academic Resources:
- E-learning technical support: Contact the UF Computing Help Desk at 352-392-4357 or via e-mail at helpdesk@ufl.edu.
- Career Connections Center: Reitz Union Suite 1300, 352-392-1601. Career assistance and counseling services.
- Library Support: Various ways to receive assistance with respect to using the libraries or finding resources. Call 866-281-6309 or email ask@ufl.libanswers.com for more information.
- Academic Resources: 1317 Turlington Hall, Call 352-392-2010, or to make a private appointment: 352- 392-6420. Email contact: teaching-center@ufl.edu. General study skills and tutoring.
- Writing Studio: Daytime (9:30am-3:30pm): 2215 Turlington Hall, 352-846-1138 | Evening (5:00pm-7:00pm): 1545 W University Avenue (Library West, Rm. 339). Help brainstorming, formatting, and writing papers.
- Academic Complaints: Office of the Ombuds; Visit the Complaint Portal webpage for more information.
- Enrollment Management Complaints (Registrar, Financial Aid, Admissions): View the Student Complaint Procedure webpage for more information.
- UF Student Success Initiative: Visit https://studentsuccess.ufl.edu/ for resources that support your success as a UF student.

Campus Health and Wellness Resources:
- UF Whole Gator Resources: Visit https://one.uf.edu/whole-gator/discover for resources that are designed to help you thrive physically, mentally, and emotionally at UF.

Tentative Schedule

Date	Topic	Notes
August 26	Introduction & Welcome	
September 2	History of Immersive Technology	
September 9	Perception	
September 16	Presence	
September 23	Avatars	Final Project Guideline (optional: group formation)
September 30	Social Interactions	
October 7	Learning & Training	Final Project Check-in
October 14	Health	
October 21	Universal Design & Accessibility	
October 28	Designing Good VR	Final Project Check-in
November 4	Data & Privacy	
November 11 [Veteran's Day; No class]		
November 18	Ethics & Regulation	
November 25 [Thanksgiving; No class]		
December 2	Final Project Presentation	