

**SKILLS FRAMEWORK FOR MEDIA  
TECHNICAL SKILLS AND COMPETENCIES (TSC) REFERENCE DOCUMENT**

<b>TSC Category</b>	Conceptualisation					
<b>TSC Title</b>	Immersive Design					
<b>TSC Description</b>	Define the creative vision and techniques for creating immersive experiences and conceive content designs to be delivered through the use of immersive media					
<b>TSC Proficiency Description</b>	<b>Level 1</b>	<b>Level 2</b>	<b>Level 3</b>	<b>Level 4</b>	<b>Level 5</b>	<b>Level 6</b>
				<b>MED-DES-4021-1.1</b>	<b>MED-DES-5021-1.1</b>	
				Develop the design of immersive elements to enhance user experiences through the content	Envision the design of immersive content and experiences to be realised through the content	
<b>Knowledge</b>				<ul style="list-style-type: none"> <li>Storyboarding and scene layouts</li> <li>Principles of interaction design</li> <li>Principles of immersive media including virtual reality, augmented reality, mixed reality and panoramic video</li> <li>Fundamentals of immersive video, sound and visual effects</li> <li>Visualisation of immersive scenes and shots</li> <li>Visual and audio techniques to direct the flow of the narrative for immersive content</li> <li>Technologies used in immersive content creation</li> <li>Platforms and hardware for immersive content distribution</li> </ul>	<ul style="list-style-type: none"> <li>Principles and techniques of creative storytelling</li> <li>Principles of immersive storytelling</li> <li>Principles of human centric design</li> <li>Content best suited for types of immersive media including virtual reality, augmented reality, mixed reality and panoramic video</li> <li>Features and limitations of immersive video, sound and visual effects</li> <li>Visualisation of immersive worlds, settings and scenes</li> <li>Visual styles and techniques used to create immersive experiences</li> <li>Emerging technologies for immersive content distribution</li> </ul>	
<b>Abilities</b>				<ul style="list-style-type: none"> <li>Analyse scripts and creative visions of productions to interpret nature of immersive experiences to be</li> </ul>	<ul style="list-style-type: none"> <li>Define desired immersive experiences for audiences in alignment with the</li> </ul>	

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				<p>realised through the content</p> <ul style="list-style-type: none"> <li>• Develop demonstrations, proofs-of-concept and prototypes for creating immersive content</li> <li>• Select immersive styles and techniques to be adopted for achieving the creative vision of productions</li> <li>• Visualise the immersive environment based on scripts and storyboards</li> <li>• Determine positioning of content elements to direct the audience's attention towards specific elements and further the immersive narrative</li> <li>• Conceive the design of effects to create immersive experiences for the audience</li> <li>• Conceive the design of mechanisms and cues to enable audience interaction with immersive content</li> </ul>	<p>creative vision of the immersive content</p> <ul style="list-style-type: none"> <li>• Guide the development of scripts and narratives to drive the creation of immersive content</li> <li>• Review demonstrations, proofs-of-concept and prototypes to select new technology or equipment for creating immersive content</li> <li>• Ideate the design of the immersive content to achieve the desired audience experience</li> <li>• Guide the use of innovative immersive styles and techniques to enhance the desired experiences and creative visions of the content</li> <li>• Ideate visual manipulation techniques to create immersive experiences for audiences</li> <li>• Define the degree of freedom of interaction with the immersive content</li> <li>• Define new ways of interaction with immersive content</li> </ul>	
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