



UNIVERSITY
OF
JOHANNESBURG

20 YEARS

— 2005-2025 —

Our Future. Reimagined.

STUDY AT CALTSTEAM

CENTRE FOR ADVANCED LEARNING
TECHNOLOGIES IN SCIENCE, TECHNOLOGY,
ENGINEERING, ARTS AND MATHEMATICS
(CALTSTEAM)

FACULTY OF EDUCATION

MPhil in Virtual and Augmented Reality in STEM education (M5VRSQ) NQF Level: 9

The MPhil is an interdisciplinary qualification in which students undertake research, culminating in the submission, assessment and acceptance of a dissertation. The student is required to demonstrate high-level research capability and make a significant academic contribution in the field of virtual and augmented reality in Science, Technology, Engineering and Mathematics (STEM) education. The degree requires students to conduct independent research into the development, testing, and teaching and learning efficacy of applications for virtual and augmented reality within STEM. Novel interactive technologies such as virtual reality and augmented reality show incredible potential for enabling new, embodied learning scenarios, thereby enabling students in a variety of disciplines to understand difficult concepts through experiential learning.

Admission Requirements:

This MPhil degree is open to students who hold an Honours degree in any one of **a wide range of academic disciplines**. These disciplines would include Education, Sciences (e.g., Biochemistry, Chemistry, Physics, Computer Sciences and Mathematical Sciences), Engineering (e.g., Chemical Engineering, Mechanical Engineering, and Civil Engineering), and Arts (e.g., Architecture, Graphic Design and Industrial Design). A 65% average in the preceding NQF-level 8 qualification (or equivalent) is required for admission to the programme.

Non-South African students need to apply to SAQA for verification of the equivalence of the entry qualification prior to applying for this programme.

Medium of Facilitation: Contact

Contact details:

For **academic-related enquiries** such as programme content or processes of supervision, contact The Centre for Advanced Learning Technologies in Science, Technology, Engineering, Arts and Mathematics at **caltsteam@uj.ac.za**

For **administrative-related enquiries** such as applications and registration processes or fees, contact the Faculty's Academic Administration Office: 011 559 3251 / 011 559 5562 or email **eduqueries@uj.ac.za**



DPhil in Virtual and Augmented Reality in STEM education (P5VRSQ) NQF Level: 10

The DPhil is an interdisciplinary qualification in which students undertake research, culminating in the submission, assessment and acceptance of a dissertation. The student is required to demonstrate high-level research capability and make a significant academic contribution in the field of virtual and augmented reality in Science, Technology, Engineering and Mathematics (STEM) education. The degree requires students to conduct independent research into the development, testing, and teaching and learning efficacy of applications for virtual and augmented reality within STEM. Novel interactive technologies such as virtual reality and augmented reality show incredible potential for enabling new, embodied learning scenarios, thereby enabling students in a variety of disciplines to understand difficult concepts through experiential learning.

Admission Requirements:

This DPhil degree is open to students who hold a Masters degree in any one of **a wide range of academic disciplines**. These disciplines would include Education, Sciences (e.g., Biochemistry, Chemistry, Physics, Computer Sciences and Mathematical Sciences), Engineering (e.g., Chemical Engineering, Mechanical Engineering, and Civil Engineering), and Arts (e.g., Architecture, Graphic Design and Industrial Design). A 65% average in the preceding NQF-level 9 qualification (or equivalent) is required for admission to the programme.

Non-South African students need to apply to SAQA for verification of the equivalence of the entry qualification prior to applying for this programme.

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