



## **Module Specification**

### **Research and Practice in Creative Technology**

Version: 2023-24, v2.0, 19 Jul 2023

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## Part 1: Information

**Module title:** Research and Practice in Creative Technology

**Module code:** UFCFRL-30-2

**Level:** Level 5

**For implementation from:** 2023-24

**UWE credit rating:** 30

**ECTS credit rating:** 15

**Faculty:** Faculty of Environment & Technology

**Department:** FET Dept of Computer Sci & Creative Tech

**Partner institutions:** None

**Field:** Computer Science and Creative Technologies

**Module type:** Module

**Pre-requisites:** None

**Excluded combinations:** None

**Co-requisites:** None

**Continuing professional development:** No

**Professional, statutory or regulatory body requirements:** None

## Part 2: Description

**Overview:** The module will introduce students to key strategies and processes for undertaking research and practice associated with the creative technologies.

Students will develop their understanding of interdisciplinary approaches to research and practice drawn from technology, science, the arts and social sciences.

**Features:** Not applicable

**Educational aims:** Students will engage with content from contrasting areas of study, with the ultimate aim of exploring their creativity by carrying out their own small-scale project.

**Outline syllabus:** The module is broadly divided in to two areas: research methodologies and exemplary practice.

Students will be introduced to the core skills required for the academic study of creative technology in seminars and masterclass sessions. Indicative areas of study may include: planning a research project; research approaches and research design; placing research or practice into context; research methods; conducting a user study; writing a report; practice as research and critical evaluation.

Students will be supported in realising their own project (the exemplary practice part of the module) via a series of tutorial sessions.

### **Part 3: Teaching and learning methods**

**Teaching and learning methods:** A mix of seminars, masterclasses, tutorials, and student-centred learning will be employed in the delivery of the module.

Lecture/seminars will be orientated towards the delivery of key concepts and underpinning theories, whilst masterclasses will introduce more specific approaches to research and practice in creative technology. Tutorials will be used to support students in the development of their projects.

Students will be required to develop a reflective approach, by discussing criteria for the evaluation of research and practice within the creative technologies and applying these criteria to their own work.

Working towards the key aims and objectives of this module may involve work outside university core hours.

**Module Learning outcomes:** On successful completion of this module students will achieve the following learning outcomes.

**MO1** Demonstrate an understanding of a range of research methodologies related to creative technology

**MO2** Explore, contextualise and produce a piece of individual research/ practice

**MO3** Effectively communicate and reflect critically upon an area of academic study related to creative technology

**Hours to be allocated:** 300

**Contact hours:**

Independent study/self-guided study = 235 hours

Face-to-face learning = 65 hours

Total = 300

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcfrl-30-2.html) via the following link <https://uwe.rl.talis.com/modules/ufcfrl-30-2.html>

## **Part 4: Assessment**

**Assessment strategy:** During the module, students will demonstrate their ability to carry out research and/or practice in an area, or areas associated with creative technology by undertaking a small-scale individual project. The individual project may take the form of research, or a piece of creative, practice-led work. Students will be required to submit for assessment a project report of 4000 words. The written report should document the project process, with students being assessed on their ability to identify appropriate aims and a suitable scope for a project; Also the ability to place a project in the appropriate context, the selection of an appropriate design, criticality when evaluating their findings; personal reflection and the communication of the work.

Students will be required to participate in a poster presentation. For the viva,

students are expected to prepare an academic poster (A0 or A1) for evaluation at a conference-style poster event. The event will be an opportunity for staff to ask questions and students to discuss, reflect upon and critically evaluate their project work.

Throughout the course of the module, formative assessment will take place in lectures, seminars and tutorials and will focus on enabling the student to develop core skills in research in creative technology. There will be opportunities for formative learning in groups through peer assessment and through tutor feedback prior to summative assessment taking place.

**Assessment tasks:****Report (First Sit)**

Description: Written report documenting the project process and outcomes (4,000 words).

Weighting: 75 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Poster (First Sit)**

Description: Presentation of work via academic poster.

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Report (Resit)**

Description: Written report documenting the project process and outcomes (4,000 words).

Weighting: 75 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Poster (Resit)**

Description: Presentation of work via academic poster.

Weighting: 25 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Digital Media [Frenchay] BSc (Hons) 2022-23

Audio and Music Technology [Frenchay] BSc (Hons) 2022-23

Creative Music Technology [Frenchay] BSc (Hons) 2022-23

Digital Media {Foundation}[Sep][SW][Frenchay][5yrs] BSc (Hons) 2021-22

Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2021-22

Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons)  
2021-22

Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons)  
2021-22