STUDENT AND ACADEMIC SERVICES

MODULE SPECIFICATION

Part 1: Information			
Module Title	Artificial Intelligence for Creative Technologies		
Module Code	UFCFSN-15-3	Level	Level 6
For implementation from	2020-21		
UWE Credit Rating	15	ECTS Credit Rating	7.5
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Contributes towards			
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
This module will explore the creative applications of artificial intelligence technologies. **Educational Aims:** Artificial intelligence is widespread throughout the creative industries and is constantly changing to meet new demands. Upon graduating, students will be expected to be able to respond to these trends to apply artificial intelligence to provide suitable solutions in a range of situations. This module provides a platform for students to investigate artificial intelligence technologies in their field and produce output which will form a valuable component of their portfolio upon graduating. **Outline Syllabus:** Drawing inspiration from practitioners and creative industry professionals working with artificial intelligence-based methods students will be expected to develop their own creative artificial intelligence-based tools. The culmination of the module will be each student presenting their prototype, followed by a brief

Q&A session where students will be expected to discuss their implementation choices and their rationale behind it, as well as potential alternatives.

Teaching and Learning Methods: Taught material specific to given topics will be presented through master classes, delivered by expert staff or industry professions. It is expected that learning outside of the master classes will be largely self-directed. Students will be expected to follow links provided to suggested research to further investigate topics outside of taught sessions, before planning and implementing the prototype programs which address their chosen problems.

Support will be provided throughout the module through practical studio sessions, with teaching staff overseeing the development of the prototypes and giving advice on how to address potential implementation issues

Part 3: Assessment

Enabling students to achieve learning outcomes:

This assessment strategy facilitates students learning through a coursework project which focuses on applying artificial intelligence to creative applications. This will address the learning outcomes by facilitating the development of skills during practical studio sessions and self directed study outside class. This will push them to develop their creative and critical thinking, as well as technical implementation.

Selection of assessment types:

These assessment types are designed to allow practical hands on knowledge and skill generation. Creative Technology programmes are practically focused, we make things and learn through making. This module is focused on making prototypes for creative applications using artificial intelligence techniques.

An oral presentation will test their ability to communicate their ideas successfully. Plagiarism will be designed out by using this presentation to test students' knowledge.

First Sit Components	Final Assessment	Element weighting	Description
Project - Component A		80 %	Project applying artificial intelligence techniques
Presentation - Component A	✓	20 %	10 minute presentation
Resit Components	Final Assessment	Element weighting	Description
Project - Component A		80 %	Reworked project
Presentation - Component A	✓	20 %	Video recording of presentation (10 min)

Part 4: Teaching and Learning Methods

Learning Outcomes	On successful completion of this module students will be able to:
	Module Learning Outcomes

	MO1	Assimilate and synthesisze information from a range of resources, including expert staff and academic and industry research, to apply artificial intelligence to creative applications.
	MO2	Employ artificial intelligence approaches within their field of study to develop prototypes demonstrating potential solutions that correspond to given specifications.
	MO3	Critically evaluate the suitability of their prototypes in terms of research, methodology and implementation.
	MO4	Present their prototypes, and address questions regarding the design choices and technical implementation strategies chosen.

Contact Hours	**Contact Hours**	
	Independent Study Hours:	
	Independent study/self-guided study	114
	Total Independent Study Hours:	114
	Scheduled Learning and Teaching Hours:	
	Face-to-face learning	36
	Total Scheduled Learning and Teaching Hours:	36
	Hours to be allocated	150
	Allocated Hours	150
Reading List	*The reading list for this module can be accessed via the following link:* https://rl.talis.com/3/uwe/lists/77C4496A-CE08-E00E-1372-12E296868D47.html	