



MODULE SPECIFICATION

Part 1: Information			
Module Title	Creative Technologies Project		
Module Code	UFCFS4-30-3	Level	Level 6
For implementation from	2018-19		
UWE Credit Rating	30	ECTS Credit Rating	15
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
<p>Overview: Pre-requisites 90 Credits at Level 2</p> <p>Educational Aims: See learning outcomes</p> <p>Outline Syllabus: The Creative Technologies Project is an individually executed project that enables the student to select and investigate a topic of interest beyond or even outside the normal level of treatment in the taught modules. It will allow the student to demonstrate the ability to independently learn the skills and abilities required for a complex project and creatively demonstrate their problems solving ability within the chosen area.</p> <p>The subject of the project will be agreed between the student, the supervisor and the module leader. Suitable topics may stem from staff, the student and occasionally other outside organisations. It must involve research followed by software, hardware or other artefact development derived from it. Projects may be based on rigorous practical research rather than pure technology development; however, clear solutions or recommendations must be developed from the research undertaken. A degree of creativity will be expected, dependent upon the topic chosen.</p>

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Whatever the subject, the student will be expected to treat material critically and to demonstrate their understanding of material from their award and be able to apply it practically to their project topic.

Teaching and Learning Methods: Students will be briefed on final year project requirements in the second year of study so that they will have plenty of time to think about possible topics. These topics will be refined in the first two weeks of term, prior to proposal submission.

Each student will be assigned a supervisor who will meet regularly with the students as a group to help plan and manage the work. It is the student's responsibility to research material and techniques appropriate to the subject of the project. The responsibilities of the supervisor are primarily to provide guidance on the management of the project, the standard of work required, what can realistically be achieved in the available time and to give feedback on work done (including the writing of the report). Wherever possible students will be assigned a supervisor with an interest in the project topic but this cannot be guaranteed.

In the initial stages of the student and their tutor will discuss objectives that must be achieved and appropriate scope for the project. Relative importance of the various aspects of the project will be defined by negotiation between the student and supervisor. Projects develop unpredictably, the initial objectives are only intended a guide to the level expected and details may change. One learning objective is concerned with the student coming to terms with creatively and proactively managing the scope of the project.

The students and supervisor will meet regularly for group tutorials throughout the year. These groups will be assigned based on similarity of project. Progress will be reviewed and assessed in these sessions. For example a student may be asked to compile a list of prioritised requirements or research questions and bring it to the meeting. Students are expected to stay in contact with and make use of their group for peer support, guidance and review.

An interim, research report will be submitted in the middle of the teaching year. This will present the student's background research, recommendations for their product and key development directions. The student must also produce a prototype that will be presented at the same time during the tutorial sessions.

The final project will involve a report plus supporting material in the form of: software and documentation; hardware design and build; or other supporting documentation and materials.

Part 3: Assessment

The assessment strategy for this module is devised to scaffold the students through their project, requiring them to deliver suitable project components at regular intervals throughout the year.

The first assessed element is the project proposal. This element allows the students to form their initial ideas. The second element will allow students to present work in progress contextualised by a written research report. The final artefact and report form the main body of the summative assessment, assessing the outcome of the project as a whole.

The resit submission will be a rework of the project.

First Sit Components	Final Assessment	Element weighting	Description
Written Assignment - Component A		10 %	Outline Proposal (1000 words)
Written Assignment - Component A		20 %	Work in progress documentation (1500 words)
Written Assignment - Component A	✓	70 %	Artefact and report (3000 words)

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Resit Components	Final Assessment	Element weighting	Description
Written Assignment - Component A		20 %	Work in progress documentation (1500 words)
Written Assignment - Component A	✓	80 %	Artefact and report (3000 words)

Part 4: Teaching and Learning Methods																					
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