MODULE SPECIFICATION

Part 1: Information			
Module Title	Creative Technologies Research and Practice		
Module Code	UFCFKK-30-M	Level	Level 7
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	Creative Technology [Sep][FT][Frenchay][1yr] MSc 2018-19		
Module type:	Standard		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description

Educational Aims: See Learning Outcomes

Outline Syllabus: Indicative areas of study:

Epistemology and ontology and the philosophy of knowledge.

Designing and conducting a creative technologies research project: reviewing, evaluating and managing literature; identifying aims, objectives and milestones; project management; formulating research questions; ethics.

Stakeholder engagement including requirements analysis, contexts, proposals, intellectual property, milestones, progress meetings, deployment, documentation.

History of digital art and the creative technologies.

Interdisciplinary collaboration.

Generative systems and computer art and music.

Research methods including: quantitative data analyses and statistical techniques; surveys and questionnaires; qualitative methods, interviews, discourse analysis and focus groups.

Communication and dissemination: academic writing, peer review and public speaking.

Teaching and Learning Methods: Workshop sessions constitute 6 hours / week (over 12 weeks, totalling 72 hours) scheduled across two days to facilitate cohort identity and team building.

Self-directed independent learning will be required outside of scheduled sessions.

Contact time: 72 hours
Assimilation and development of knowledge: 148 hours
Practical assessment preparation: 20 hours
Assignment preparation: 60 hours
Total study time: 300 hours

Scheduled learning
Learners will be introduced to theoretical and conceptual aspects of the module via lecture.

In twice-weekly practical sessions, learners will assimilate theoretical concepts by working towards the development and presentation of a single creative technologies research project either on their own or in collaboration with an external individual or organisation.

Periodically, workshop and practical sessions will be taught by invited specialist experts from academia or industry to ground the material within a wider creative technologies sector.

Academic writing sessions will be scheduled at the later stages of the taught material to support learners in the development of the assignment submission. This submission will constitute the development of an academic manuscript, which will be marked prior to submission at a national or international conference specialising in the creative technologies.

Independent learning
Learners will be expected to read recommended materials in advance of lectures. Additional self-directed study in the form of wider reading and practical work to complete exercises, extend ideas, and develop further understanding independently of timetabled sessions.

The assignment will require students to complete additional unsupervised learning. It should be anticipated that the majority of the associated study time would be biased towards the assignment deadlines.

Part 3: Assessment
The assignment will document the development of a single piece of creative technologies research and should be presented in the format and style of a research manuscript for a creative technologies conference or journal. This will involve demonstrating an ability to create and document an extended piece of work. The paper will also be presented along with a poster at a controlled poster presentation in the format found at academic conferences. Formative assessment and feedback will be provided as part of the practical sessions. Assessment criteria will be supplied with the assignment and presentation specification.

First Sit Components	**Final Assessment**	**Element weighting**	**Description**
Written Assignment - Component B	✓	75 %	Assignment 1 (individual work)
Poster - Component A		25 %	Poster presentation
Resit Components	**Final Assessment**	**Element weighting**	**Description**
Written Assignment - Component B	✓	75 %	Assignment 1 (individual work)
Presentation - Component A		25 %	Presentation (video)

Part 4: Teaching and Learning Methods

Learning Outcomes

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

	Module Learning Outcomes
MO1	Identify, review and communicate research from a range of sources relevant to a specific research domain within the creative technologies.
MO2	Manage the complete lifecycle of a creative technologies project that incorporates the design, implementation, deployment and evaluation of a system that addresses academic or industry stakeholder needs.
MO3	Develop and investigate research questions by selecting and applying research methods appropriate to the creative technologies to generate key data and present robust results.
MO4	Communicate research within the creative technologies in a written and verbal format at a level appropriate for presentation at nationally recognised research events.

Contact Hours

Contact Hours	
Independent Study Hours:	
Independent study/self-guided study	228
Total Independent Study Hours:	228
Scheduled Learning and Teaching Hours:	
Face-to-face learning	72

	Total Scheduled Learning and Teaching Hours:	72
	Hours to be allocated	300
	Allocated Hours	300
Reading List	*The reading list for this module can be accessed via the following link:* https://uwe.rl.talis.com/modules/ufcfkk-30-m.html	