



## **Module Specification**

### **Creative Technology Dissertation**

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## Part 1: Information

**Module title:** Creative Technology Dissertation

**Module code:** UFCFLK-60-M

**Level:** Level 7

**For implementation from:** 2023-24

**UWE credit rating:** 60

**ECTS credit rating:** 30

**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:** Not applicable

**Features:** Not applicable

**Educational aims:** See Learning Outcomes

**Outline syllabus:** Students are expected to carry out an in-depth survey of relevant literature to identify a focus for their study that contributes to existing research in the field. The primary research will involve the development of a creative technologies

system. The written report should make clear the primary research design and proposed methodology. Discussion of the outcomes of primary research should be clearly related to existing literature. Students will be expected to critically review key aspects of the research and development processes.

Initially, students will develop a short proposal outlining the problem or opportunity they will be addressing, the research methods they plan to use, and their overall plan. Students will then develop an in-depth initial report for their project.

Following the writing of the initial report, it will be part of the supervisor's role to continue to help the student to navigate the available material and determine which are relevant to the project. The supervisors will work with their students to confirm or modify the selected research methods, to guide them in the choice of a development method appropriate to their work and to advise on the writing of the final presentation.

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

**Teaching and learning methods:** Self-directed independent learning will be supported by meetings with a supervisor.

Students will confirm a domain of interest with a supervisor. Students will normally be expected to spend approximately 600 hours working, largely independently, on the development of their project. It is expected that students will produce a creative technologies system in the course of their studies; in some instances this system might include hardware components.

Although a detailed process to follow is not prescribed, it is expected that all of the following activities will be performed:

Researching a domain of interest.

Eliciting requirements.

Researching related aspects.

Designing, programming and testing a system to meet the stated requirements.

Evaluating the utility of the software/hardware system.

Further develop the implemented software/hardware system.

Critically evaluating all aspects of the process.

Communicating key project elements in a written report

Defending the project in a presentation/viva.

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

**MO1** Work independently to plan and manage a research project over an extended period of time, and complete it by a given deadline

**MO2** Address an in-depth problem relevant to the creative technologies using a rigorous and appropriate theoretical and methodological approach.

**MO3** Synthesise and critically evaluate data from multiple sources including those considering issues of ethics, validity, trustworthiness and reliability in research.

**MO4** Summarise, organise, convey and evaluate own work, succinctly, comprehensively and coherently.

**Hours to be allocated:** 600

**Contact hours:**

Independent study/self-guided study = 576 hours

Face-to-face learning = 24 hours

Total = 600

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcflk-60-m.html) via the following link <https://uwe.rl.talis.com/modules/ufcflk-60-m.html>

## Part 4: Assessment

**Assessment strategy:** Students will be evaluated via an initial report and final presentation.

The initial report is intended to evaluate the student's written communication skills, and their ability to formulate and justify an actionable course of research. This initial document should include an outline of the proposed research, a literature review, a project plan and any ethical considerations. For the resit, students will be expected to submit a re-working of the report, containing all elements (project overview, literature review, project plan and ethical considerations).

The final assessment for the module (at sit and resit) is a presentation. Students will be assessed on: whether appropriate and sufficient research has been carried out; whether the research design meets requirements; and the communication of content (e.g. structure, appropriate use of diagrams, appropriate citation system). The requirement for the presentation is that it presents a "succinct and comprehensive" description of the work undertaken.

### **Assessment tasks:**

#### **Written Assignment (First Sit)**

Description: Initial research report including short literature review (max 3000 words)

Weighting: 55 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

#### **Presentation (First Sit)**

Description: A viva of no more than 30 minutes

Weighting: 45 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

#### **Written Assignment (Resit)**

Description: Initial research report including short literature review (max 3000 words)

Weighting: 55 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3

**Presentation (Resit)**

Description: A viva of no more than 30 minutes

Weighting: 45 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO4

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Commercial Games Development [Frenchay] MSc 2023-24

Creative Technology [Frenchay] MSc 2023-24

Commercial Games Development [Frenchay] MSc 2022-23

Creative Technology [Frenchay] MSc 2022-23