



MODULE SPECIFICATION

Part 1: Information			
Module Title	Creative Technology Studies		
Module Code	UFCFRN-30-0	Level	Level 3
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	<p>Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Software Engineering for Business {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Software Engineering for Business {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Computing {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Forensic Computing and Security {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Forensic Computing and Security {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Computing {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Broadcast Audio and Music Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Broadcast Audio and Music Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Computer Science {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Computer Science {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Games Technology {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Multimedia Technology [Oct][FT][GCET][4yrs] - Not Running BSc (Hons) 2017-18</p> <p>Business Computing {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Business Computing {Foundation} {Apprenticeship} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Digital Media {Foundation}[Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Digital Media {Foundation}[Sep][FT][Frenchay][4yrs] BSc (Hons) 2018-19</p> <p>Games Technology {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2018-19</p> <p>Business Computing {Foundation} [Feb][FT][GCET][4yrs] BSc (Hons) 2018-19</p>		

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	Business Computing {Foundation} [Oct][FT][GCET][4yrs] BSc (Hons) 2018-19
Module type:	Project
Pre-requisites	None
Excluded Combinations	None
Co- requisites	None
Module Entry requirements	None

Part 2: Description

Educational Aims: This module will enable students to develop an understanding of a number of areas within Creative Technologies.

Students will be introduced to various topics, with the aim of developing their knowledge of a range of principles and techniques that underpin this diverse field of study. Students will explore and demonstrate their skills by undertaking a self-directed project. The module culminates with students showcasing their technical and academic understanding in a poster presentation and viva session.

Outline Syllabus: Indicative areas of study may include: Studio practice; Desktop applications; Software design for the creative industries; AV production; Sound Design, Games design, Graphic design and 3D environments; The process of producing a creative artefact.

Teaching and Learning Methods: Teaching and learning on this module will comprise a mix of taught sessions and seminars, individual, group & practical tutorials and other approaches to student-centred learning. Students will be required to develop a reflective approach by discussing topics introduced within sessions and applying these criteria to their practice.

Alongside the above sessions, students are expected to manage their own learning, independently researching the background to their project: Determining appropriate methods for developing their ideas; Creating and testing any artefact; Establishing suitable criteria against which results can be evaluated and finally, designing the project poster.

Each student will be allocated a project supervisor/mentor; a member of staff who will meet with the student and help manage the project work. Students are expected to arrange regular individual tutorials with their supervisor. Students are also encouraged to discuss projects outside of these individual tutorials with other students and staff.

Part 3: Assessment

To demonstrate their understanding, students will apply their knowledge in the completion of a self-directed project. The project may take many forms, for example the creation of a creative artefact or the development of software or hardware.

Evaluation of the project involves two assessments. In the first half of the module, students will be required to complete a project proposal outlining their intended area of study. It is envisaged that successful completion of the proposal will demonstrate the student's ability to analyse problems and propose suitable solutions, for example, in the inclusion of relevant context and the selection of an appropriate design for their project of choice. The addition of a personal development plan as part of the proposal will enable students to demonstrate their ability to plan effectively.

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For the second assessment, students will showcase their project including the artefact(s) that have been developed. Although students may present their artefact in any appropriate form that will effectively communicate the knowledge and skills developed whilst completing the module, the assessed element is a poster. The poster should include (at the very least) the project objectives, process and the outcomes of the project. The poster session will provide the opportunity for students to obtain feedback from their peers and from staff. A presentation will accompany the poster exhibition. Students will be expected to respond to questioning from their supervisor, appraise the success of their project and to demonstrate the artefact(s) that have been developed.

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 their understanding of core creative technology skills.

CW1: A proposal demonstrating the student's understanding of: The wider context into which their project fits; An understanding of what is involved in the design of their project; An ability to plan their time effectively; The ability to communicate ideas in writing.

CW2: A poster & presentation: The poster should include (at the very least) the project objectives, process and the outcomes of the project. The presentation will evaluate the student's ability to discuss, reflect and appraise their project work.

First Sit Components	Final Assessment	Element weighting	Description
Written Assignment - Component A		25 %	Proposal (1000 word written assignment)
Presentation - Component A	✓	75 %	Poster and presentation
Resit Components	Final Assessment	Element weighting	Description
Written Assignment - Component A		25 %	Reflection (1000 word written assignment)
Presentation - Component A	✓	75 %	Poster and presentation

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Part 4: Teaching and Learning Methods																			
Learning Outcomes	<p>On successful completion of this module students will be able to:</p> <table border="1"> <thead> <tr> <th colspan="2" style="text-align: center;">Module Learning Outcomes</th> </tr> </thead> <tbody> <tr> <td>MO1</td> <td>Demonstrate knowledge and understanding of creative technologies</td> </tr> <tr> <td>MO2</td> <td>Analyse problems and propose suitable solutions</td> </tr> <tr> <td>MO3</td> <td>Apply knowledge of established creative technology techniques and principles in the creation of a piece of work</td> </tr> <tr> <td>MO4</td> <td>Demonstrate effective communication skills.</td> </tr> <tr> <td>MO5</td> <td>Demonstrate effective planning and time-management skills</td> </tr> </tbody> </table>	Module Learning Outcomes		MO1	Demonstrate knowledge and understanding of creative technologies	MO2	Analyse problems and propose suitable solutions	MO3	Apply knowledge of established creative technology techniques and principles in the creation of a piece of work	MO4	Demonstrate effective communication skills.	MO5	Demonstrate effective planning and time-management skills						
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Reading List	<p><i>The reading list for this module can be accessed via the following link:</i></p> <p>https://uwe.rl.talis.com/modules/ufcfrn-30-0.html</p>																		