



## **Module Specification**

### **Creative Technology Studies**

Version: 2023-24, v2.0, 19 Jul 2023

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## Part 1: Information

**Module title:** Creative Technology Studies

**Module code:** UFCFRN-30-0

**Level:** Level 3

**For implementation from:** 2023-24

**UWE credit rating:** 30

**ECTS credit rating:** 15

**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:** 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.

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

**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.

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

**MO1** Demonstrate the ability to research into current and emerging technologies relevant to the project being undertaken

**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

**Hours to be allocated:** 300

**Contact hours:**

Independent study/self-guided study = 264 hours

Face-to-face learning = 36 hours

Total = 300

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcfrn-30-0.html) via the following link <https://uwe.rl.talis.com/modules/ufcfrn-30-0.html>

## **Part 4: Assessment**

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

The project involves three elements. 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.

Students will subsequently present their ongoing progress with their project. These

presentations will last no longer than 5 minutes but will provide students with the opportunity to receive feedback and guidance on their project.

For the final part of the assessment, students will have the opportunity to 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 exhibition 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.

### **Assessment tasks:**

#### **Project (First Sit)**

Description: Project will typically comprise:

- Project proposal (1000 word or equivalent artefact),
- Project in progress Presentation (No longer than 5 minutes)
- Final poster and presentation.

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

#### **Project (Resit)**

Description: Project will typically comprise:

- Project proposal (1000 word or equivalent artefact),

- Project in progress Presentation (No longer than 5 minutes)
- Final poster and presentation.

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

## **Part 5: Contributes towards**

This module contributes towards the following programmes of study:

Games Technology {Foundation} [Frenchay] BSc (Hons) 2023-24

Cyber Security and Digital Forensics {Foundation} [Frenchay] BSc (Hons) 2023-24

Computer Science {Foundation} [Frenchay] BSc (Hons) 2023-24

Digital Media {Foundation} [Frenchay] BSc (Hons) 2023-24

Business Computing {Foundation} [Frenchay] BSc (Hons) 2023-24

Software Engineering for Business {Foundation} [Frenchay] BSc (Hons) 2023-24