

COMP120

Creative Computing: Tinkering



20 credits
Compulsory for BSc Computing for Games
Brian McDonald

Introduction

This module is designed to help you learn different ways of engaging with code using practical and explorative methods. You will learn the value of taking a creative approach to computing, taking existing code and modifying it in creative ways. The module will introduce you to the core principal of rapid iteration, where tinkering with existing code can provide the basics on which something new can be built.

Aims

This module aims to help you:

- ▶ Understand computing for games
- ▶ Understand how to re-purpose and augment code to build something new
- ▶ Apply programming skills creatively

LO	Learning Outcomes	Assessment Criteria
1	Show a basic understanding of creative computing solutions using professional techniques.	Focusing on software engineering, show ability to modify and repurpose existing code and create demonstrations of digital programming in response to briefs.
2	Show a basic understanding of how to communicate effectively with stakeholders in writing, verbally and through adherence to coding standards.	Annotate software clearly, articulate clearly, and succinctly your evaluation of your working practice.
3	Show a basic development of the ability to reflect critically on and evaluate working methods and solutions.	Evaluate your working practice showing that you understand the analytical approach required to learn from your practical work.
5	Show a basic understanding of how to approach computing problems to create innovative solutions.	Show ability to creatively repurpose existing code appropriately and understand the fundamentals of a creative approach to computing.
6	Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively.	Show understanding of agile methods and meet deadlines by planning available time effectively.

Academic Staff	Brian McDonald Dr Michael Scott (Moderator)	
Assignments	Code Repurposing I — Tinkering Graphics Code Repurposing II — Tinkering Audio	30% 70%
Indicative Hours	Sessions Directed Reading Graphics Programming Audio Programming Self-Directed Programming Practice Self-Directed Studio Practice	36 hours 18 hours 21 hours 49 hours 36 hours 40 hours 200 hours

Each study block represents 600-hours of study. This means that 40 hours of study per week (including contact time) is expected, alongside a further 120-hours of studio practice across the assessment period.

Additional Resources

Session Plans & Materials:

<http://learningspace.falmouth.ac.uk/course/view.php?id=1250>

Assignment Briefs:

<http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp120>

Reading List:

<http://resourcelists.falmouth.ac.uk/modules/comp120>