COMP120
Creative Computing: Tinkering

FALMOUTH
UNIVERSITY

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	30%
	Code Repurposing II — Tinkering Audio	70%
Indicative Hours	Sessions	36 hours
	Directed Reading	18 hours
	Graphics Programming	21 hours
	Audio Programming	49 hours
	Self-Directed Programming Practice	36 hours
	Self-Directed Studio Practice	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`