**Module Specification**

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| --- | --- | --- | --- | --- | --- | --- |
| Module Title: | Creative Computing Project 1 | | | | | |
| Module Code: | IS51013X | | Credit Value: | 15 | Level: | 4 |
| Responsible Department/ Institute/Centre: | Computing | | | | | |
| Module HECoS Subject(s) and Percentage(s): | 100368 web and multimedia design (100%) | | | | | |
| This module supersedes an existing approved module (include module title and code): | | IS51013D | | | | |
| This module is compulsory on the following programmes: | | BSc Creative Computing  BSc Creative Computing Integrated Degree | | | | |
| This module is compulsory and non-compensatable on the following programmes (Undergraduate programmes only): | |  | | | | |
| This is an optional module on the following programmes: | |  | | | | |
| This is a prerequisite module for the following modules (include module title and code): | |  | | | | |
| Prerequisite modules for this module (include module title and code): | |  | | | | |
| Co-requisite modules for this module (include module title and code): | |  | | | | |

1. **Notional Learning Hours**

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| --- | --- |
| **Activity:** | **Total time spent (in hours) across the module:** |
| Lectures | **30** |
| Independent Study | **120** |
| Seminars or Tutorials |  |
| Other (please specify) |  |
| **TOTAL NOTIONAL LEARNING HOURS** | **150** |

**2) Module Content**

Overview of the module content:

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| This module is intended as an introduction to creative practice. Students work individually or in groups to conceive, develop and produce finished practical software projects in creative computing, making the fullest possible use of their creative and coding skills. Each project is uniquely specified to allow students the fullest possible creative choice, and projects are mentored by module leaders to ensure that they are at the appropriate level, and to provide students with specific programming and practical suggestions where required. All student projects must feature the creative use of digital media technologies through applied programming   In addition to allowing students to develop their skills in a chosen area of interest, this module encourages students to make coherent judgments regarding the application of their computing skills as they develop and reinforce their technical knowledge through creative projects. |

**3) Learning Outcomes**

Learning outcomes for this module, i.e. knowledge, skills and attributes to be developed through completion of this module:

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| **Students who successfully complete this module will be able to:** | |
| **1** | Understand and apply basic design approaches for conceiving original creative coding projects |
| **2** | Develop knowledge of current creative industry practice and use this to inform their designs |
| **3** | Apply programming techniques such as object orientation to create larger bodies of code |
| **4** | Apply rudimentary multi-media techniques in graphics, sound and interaction to realise their creative project |
| **5** | Understand and apply basic testing and project management techniques in the realization of their project. |

**4) Assessment**

The following assessment methods will be used to assess the achievement of learning outcomes:

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| --- | --- | --- | --- | --- | --- | --- |
| **Assessment Name** | **Assessment Type** | **Duration/ Length** | **% Weighting** | **Formative or Summative** | **Graded or Pass/ Fail** | **Assessment to be passed to pass the module (Y/N)** |
| Lab Assignments | Portfolio | 36 hrs | 20 | Summative | Graded | No |
| Creative Project | Project | 84 hrs | 80 | Summative | Graded | No |

**5) Indicative Reading List**

The following is an indicative reading list for the module. This includes key texts and/or journals but is not an exhaustive list of materials:

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| Curedale, Robert. Service Design : 250 Essential Methods. Topanga: Design Community College, 2013. Print.  Monteiro, Mike. Design Is a Job. New York: Book Apart, 2012. Print. Book Apart (Ser.) ; No. 7. |