

**SCHOOL OF ELECTRONIC ENGINEERING**

**AND COMPUTER SCIENCE**

**PROGRAMME DESCRIPTOR 2024-2025**

**BSc(Eng) Creative Computing (3 years): I152**

**Please note this programme has a compulsory first year module diet and a Core Final Year Project**

**2022-2023**

**Year 1 Modules**

**Semester 1**

ECS404U Communication Systems and Networks 1 (15 credits)

ECS405U Arts Application Programming (15 credits) (a strong background in programming , in particular object oriented programming)

ECS427U Professional and Research Practice (15 credits)

DEN126 Studio Practice Year 1 (30 credits)

**Semester 2**

ECS406U Bridging Arts Technology (15 credits)

ECS416U Introduction to Multimedia (15 credits)

ECS417U Fundamentals of Web Technology (15 credits)

DEN126 Studio Practice Year 1(cont) (30 credits)

**2023-2024**

**Year 2 Modules**

**Semester 3**

ECS511U Creating Interactive Objects (15 credits)

ECS519U Database Systems (15 credits)

ECS521U Interactive Media Design and Production (15 credits)

**Select a stream from the following:**

**Students must follow the same stream over Semesters 3 and 4**

**Stream A (Technology):**

ECS505U Software Engineering (15 credits) (pre requisite for ECS506U Software Engineering Project

**Stream B (Geography/Media)**:

N/A

**Stream C (Film**: **Production):**

ECS505U Software Engineering (15 credits)

Stream D **(Design):**

DEN212 Studio Practice Module Year 2 Human and Machine (30 credits) Programme Co-Ordinator approval required

**Semester 4**

ECS512U Sound Design (15 credits)

ECS520U Creative Group Project (15 credits)

**Follow the stream selected in Semester 3:**

**Stream A (Technology):**

ECS506U Software Engineering Project (15 credits)

ECS522U Graphical User Interfaces (15 credits) (a good working knowledge of Java required eg ECS405U)

**Stream B (Geography/Media)**:

N/A 2023/24

**Stream C (Film**: **Production):**

FLM403 Production Skills (30 credits) (pre requisite for FLM6201)

Stream D **(Design):**

ECS522U Graphical User Interfaces (15 credits) (a good working knowledge of Java required eg ECS405U)

DEN212 Studio Practice Module Year 2 Human and Machine (cont. 30 credits)

**2024/2025**

**Final Year**

**Semester 5**

ECS635U Project (30 credits) **Core**

**Plus three modules from:**

ECS607U Data Mining (15 credits)

ECS610U Computer Graphics (15 credits)

ECS614U Sound Recording and Production Techniques (15 credits)

ECS638U Design for Human Interaction (15 credits)

ECS639U Web Programming (15 credits) (pre requisite ECS405U, ECS414U)

ECS657U Multi-platform Games Development (15 credits) (pre requisite ECS405U, ECS414U)

DEN327 Studio Practice Course Year 3 Group Design Project OR DEN329 Studio Practice Course Year 3 Individual Design Project (30 credits, semesters 5&6) - Programme Co-Ordinator approval required

**Semester 6**

ECS635U Project cont (30 credits) **Core**

ECS637U Digital Media and Social Networks (15 credits)

ECS661U User Experience Design (15 credits)

**Plus one module from:**

ECS605U Image Processing (15 credits) (pre requisite ECS401U, ECS414U, ECS405U)

ECS622U Product Development (15 credits)

ECS647U Bayesian Decision and Risk Analysis (15 credits)

ECS659U Neural Networks and Deep Learning (15 credits)

DEN327 Studio Practice Course Year 3 Group Design Project OR DEN329 Studio Practice Course Year 3 Individual Design Project (30 credits, semesters 5&6) cont Programme Co-Ordinator approval required

FLM6201 Creative Production (15 credits) - Programme Co-ordinator approval required (pre requisite FLM403)

**Elective modules are subject to timetabling constraints and module availability**

**5 January 2024**