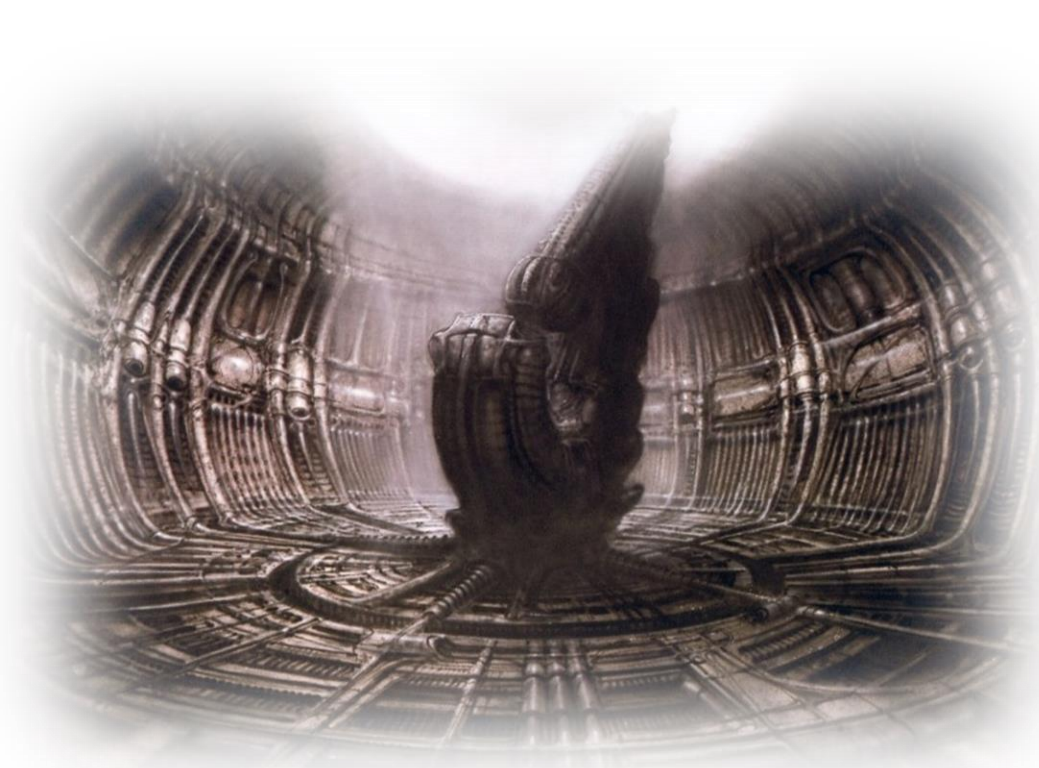


# Introduction to the module

## Creative Technologies Professionalism (COMP09096)



**Dr Gavin Baxter**

University of the West of Scotland  
[gavin.baxter@uws.ac.uk](mailto:gavin.baxter@uws.ac.uk)



# PRESENTATION OUTLINE

- ❑ BACKGROUND AND OVERVIEW OF MODULE
- ❑ OVERVIEW OF MODULE STRUCTURE
- ❑ REVIEW OF MODULE TOPICS
- ❑ MENTION OF COURSEWORK ASSIGNMENTS
- ❑ DISCUSSION OF WHAT IS EXPECTED OF YOU



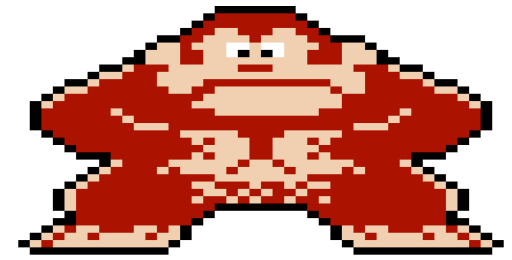
# MAIN AIMS AND OVERVIEW OF MODULE

- ❑ Understand the concept of professionalism associated with the creative industries
- ❑ Examining what it means to be professional in your chosen discipline area
- ❑ Identifying best practice in your chosen discipline area and how to adhere to it
- ❑ Gain knowledge of business operations, social networking and new media issues in creative media industry
- ❑ Overview of gain foothold in this area, network with professionals and showcase work to prospective employers





# TEACHING STAFF



Staff involved in the delivery of this module:

- ❑ Dr Gavin Baxter (Module Co-ordinator); Room E359
- ❑ [gavin.baxter@uws.ac.uk](mailto:gavin.baxter@uws.ac.uk)



# SESSION STRUCTURE

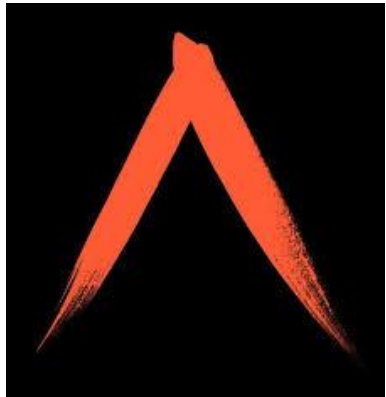
## Session Structure

- ❑ Sessions will comprise:
  - ❑ two one hour lectures
  - ❑ two hour labs
  - ❑ labs will involve working on your portfolios/showreels and LinkedIn profiles
- ❑ The class will be run in room **D143 Thursdays at 9am**
- ❑ Six week module ending on 20<sup>th</sup> October 2017
- ❑ You will be given an assigned lab room though the lab rooms will be E116C/D; J101A; J102; J104.



# INVITED SPEAKERS

- ❑ Guest speakers will be invited during course of module
- ❑ Sessions will last one hour commencing at 10am
- ❑ Please give the speakers the upmost courtesy and respect
- ❑ Ensure your mobile phones or tablet devices are switched off
- ❑ Ask questions – this is for your benefit



Solus



# MOODLE

- ☐ Module information (lecture, tutorial and assessment material) is accessed from the Module site on Moodle:  
<http://moodle.uws.ac.uk>
- ☐ Check Moodle regularly for updates to the module schedule and this is your responsibility
- ☐ Communication to your student e-mail will be conducted through Moodle
- ☐ **Check your student e-mail on a daily basis**





# ATTENDANCE

- ☐ Attendance is compulsory
- ☐ Attendance will be monitored at lectures and labs
- ☐ Should you be unable to attend classes for this module you must contact the module co-ordinator in advance explaining your reasons for absence
- ☐ Failure to attend, without a valid reason, will result in you being removed from the module

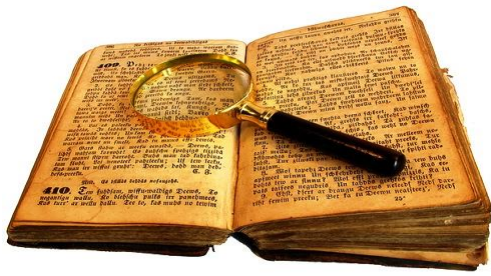




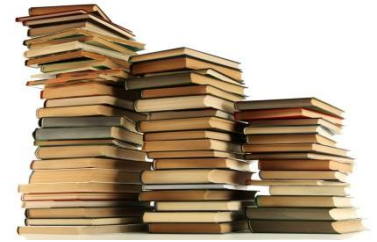
# MODULE TOPICS

- ❑ Lecture 1 Module Introduction/Overview of Creative Industries
- ❑ Lecture 2 Technical report writing/Report Examples
- ❑ Lecture 3 Professionalism/working in creative industries
- ❑ Lecture 4 Business Networking/IP
- ❑ Lecture 5 Contract issues/Showcasing yourself(1)
- ❑ Lecture 6 Showcasing yourself(2)/Guest speaker
- ❑ Lecture 7 Guest speaker/Guest speaker





# TEXTBOOKS



- ☐ Reading book list provided on module site on Moodle
- ☐ Undertake library and Internet research
- ☐ With your Banner ID and password you can access a variety of online resources and access online academic databases the library has subscription to
- ☐ The [library link](#), accessible via the main University portal, has a number of guides on the use of the library and its electronic resources
- ☐ All students should be familiar with the library



# KEEP UP-TO-DATE IN YOUR AREA

- ☐ Keep up-to-date in developments surrounding your subject area during your time at university
- ☐ Find out what is really involved in your industry
- ☐ Use the module as a benchmark to become familiar with other aspects or disciplines of the creative industries
- ☐ Use the opportunity to network (e.g. LinkedIn)
- ☐ Build your portfolio with a view to showcasing your work at Digital Futures



Animex (n.d.) [Online] Available: [http://animex.tees.ac.uk/default\\_home.cfm](http://animex.tees.ac.uk/default_home.cfm) [accessed 18th September 2015]

Digital Futures (n.d.) [Online] Available: <http://pict.uws.ac.uk/digital/> [accessed 18th September 2015]

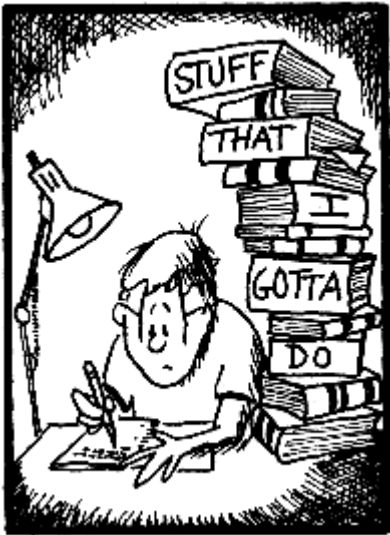
Gamasutra (n.d.) [Online] Available: <http://www.gamasutra.com/> [accessed 18th September 2015]

Skills Development Scotland (n.d.) [Online] Available: <https://www.skillsdevelopmentscotland.co.uk/> [accessed 18th September 2015]

# ASSESSMENTS

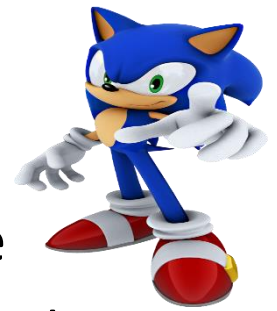
This module is assessed by continuous assessment:

- ☐ Blog piece – 50% Hand-in **06/10/17** (week 5)
- ☐ Technical Report – 50% Hand-in **20/10/16** (week 7)
- ☐ **Please note:** the two assessments are to be completed on an **individual** basis.





# PRIVATE STUDY



- ❑ Studying on your own – you decide the time and place
- ❑ Lab exercises are not assessed – it is up to you how much time you want to undertake to promote yourself for purposes of employability
- ❑ In addition to the class time set aside for you to study, you will have to undertake private study in your own time. If you do so you will gain more from the lectures because you will be able to understand things further



# PLAGIARISM

- ☐ You must not [plagiarise](#) the work of others and you have to upload your written assessments to Turnitin, the plagiarism detecting software used by the University before submitting your assessments for marking
- ☐ Copying the work of others without identifying your reference source
- ☐ Passing off the work of other people as your own by not referencing your sources
- ☐ Cutting and pasting large sections of the work of others and referencing it (bolting it together)
- ☐ UWS Regulations on [Plagiarism](#)



# STRUCTURE OF TODAY'S SESSION

- ❑ Work on showreel/portfolio/LinkedIn profile in the labs

