University of Hertfordshire UH

Module Catalogue

School of Creative Arts

A DIRECTORY OF UNDERGRADUATE MODULES FOR EXCHANGE AND STUDY ABROAD STUDENTS

SEMESTER A, B AND AB 2019/20

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Academic year 2019-2020

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Academic year 2019-2020

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Module code: 5CTA1108

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Academic year 2019-2020

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Module code: 5CTA1203

INTRODUCTION

This module directory is specifically designed for exchange students to select modules at School of Creative Arts, University of Hertfordshire.

1. Please see the box below explaining the module codes:

5CTA1233		
5	**CTA**	**1233**
Module level	School of study	Module code

2. As an exchange student you can choose modules from levels 5, 6 and exceptionally at level 4.

Level 4	**Level 5**	**Level 6**
First Year module	Second year module	Third Year module

3. Co-requisites, pre-requisites and prohibited combinations.

Some of the modules may have co-requisites or pre-requisites which you will find indicated in each module. Please note for you, as an exchange student, *if a module has co-requisites or pre-requisites you must have previously studied the subject and have completed the relevant module(s) at your home institution.* When sending your application, please include a copy of your transcript to show that you have taken the minimum required co-requisites or pre-requisites module(s) at your home institution. Additionally, we may require you to provide a module description in order to evidence prior study.

If you are in the process of completing the required module(s) at the time of the application and you do not have the final copy of the transcript, please include a letter from your home institution clearly listing the modules that you are registered on.

Prohibited combinations- please note if there are modules listed under prohibited combinations you can only study one of the modules.

Music Composition: CCMC-SMP2S/MCTFG2S

Module name: Perspectives of Music 2

Module code: 5CTA1233

Semester: AB

Credits: 30

Module Aims:

Examine the styles, idioms, developments and innovations which occurred in Western music during the early to mid 20th century to the current day.

Explore specific examples of the integration of music with other media.

Explore core issues relating to music, arts practice and business in the commercial sector.

Intended Learning Outcomes:

Successful students will typically:

• Be familiar with 20th and 21st century development in music and its specific, related terminology; (LO1)

• Understand how the developments in early sound technology influenced music; (LO2)

• Develop an understanding of appropriate analysis techniques with regard to sound and image; (LO3)

• Be familiar with core issues relating to music, arts practice and business in the commercial sector. (LO4)

Successful students will typically:

• Gather, organise and deploy ideas and information effectively; (LO5)

• Apply compositional techniques explored within the course to their own creative work; (LO6)

• Identify the relationship between theory and practice, with specific regard to sound and the moving image or songwriting (LO7)

Module Content:

This module examines the styles, idioms, developments and innovations that occurred in popular Western music during the early to mid 20th century and will look at models which demonstrate differing stylistic parameters and techniques of construction. The relationship between sound and image will be analysed and students will be led towards describing the relationship in appropriate and detailed terms. Finally, the changing face of business within the cultural industries will be examined during the period from mid 20th century to the

current day, focusing on the commercial sector.

Pre and Co requisites:

Perspectives of Music 1

Academic year 2019-2020

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Music Composition: CCMC-SMP2S/MCTFG2S

Module name: Techniques and Technology 2

Module code: 5CTA1231

Semester: AB

Credits: 30

Module Aims:

Explore intermediate technical aspects of studio hardware and software and their creative possibilities, building upon Techniques and Technology 1.

Investigate a variety of current daws relevant to the student's discipline.

Examine the issues and practices surrounding standard notation and methods of creating scores for variety of music.

Intended Learning Outcomes:

Successful students will typically: • possess an intermediate level of knowledge about a range of studio technologies; (LO1) • have knowledge and understanding of clear methods for the communication of their own musical ideas. (LO2) Successful students will typically: (be able to:) • transform and manipulate sound using the latest DAW packages; (LO3) • use software resources to assist composition and presentation, relevant to song or media. (LO4)

Module Content:

Students will explore the features of the computer workstation at an intermediate level, covering relevant DAWs and notation techniques. Students will also further develop their knowledge of scoring and orchestration skills to create arrangements relevant to their pathway, using Sibelius or similar notation software.

Pre and Co requisites:

Techniques and Technology 1

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Music Composition: CCMC-SMP2S/MCTFG2S

Module name: Studies and Investigations 2

Module code: 5CTA1232

Semester: AB

Credits: 30

Module Aims:

Focus on a particular area of music in detail, increasing the amount and depth of study in a chosen subject (two chosen from a list which will vary each year, such as Film and Game Composer Analysis, Singing and Performance, Audio Electronics and writing for live instrument and EA). Produce a piece of independent work of the student's choice, with tutorial guidance (compulsory topic).

Intended Learning Outcomes:

Successful students will typically: • possess a detailed understanding of their chosen subject areas; (LO1) • be familiar with the appropriate research resources and methods for their chosen subjects. (LO2) Successful students will typically: (be able to:) • demonstrate their skill base and competence at an intermediate level through the production of material appropriate to their chosen subject areas; (LO3) • present their investigations in a correct format, utilizing appropriate research methods and devise a sustained programme of study in consultation with a tutor; (LO4) • Self-management skills to include setting and meeting goals, managing workloads, self-reflection. (LO5)

Module Content:

Studies and Investigations 2 is designed to foster intellectual curiosity and independent thought. Students are offered a range of options, each examining a particular aspect of musicology or music history in detail. Two options should be chosen, which make up two thirds of the credit points for the module. The remaining third of the module is taken up by an independent study, which can take the form of a 3-4000 word essay, formal presentation or experimental project. The topic for this is decided in conjunction with a tutor, who will guide the student to relevant resources. Compulsory tutorials and seminars ensure that the student maintains an appropriate timetable for the completion of the study. In addition, a short-term work placement is permissible, replacing the self-directed independent study.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Music Composition: CCMC-SMP2S/MCTFG2S

Module name: Composition for Film and Games 2

Module code: 5CTA1235

Semester: AB

Credits: 30

Module Aims:
Explore and evaluate a range of compositional strategies within audio-visual media. Investigate more detailed musical processes and collaborative working methods.

Intended Learning Outcomes:
Successful students will typically:

• Have knowledge of important and useful compositional techniques used within audio-visual media and the

relationship between theory and practice; (LO1)

• Be familiar with methods for encoding their musical ideas (including those focusing on technology) with an intermediate level of precision. (LO2)

Successful students will typically:

• Apply relevant techniques (including those focusing on technology) and compositional strategies to their own work, when required or appropriate. (LO3)

• Understand the relationship between theory and practice, with specific regard to sound and the moving image.

(LO4)

• Apply collaborative working methods to their practice. (LO5)

Module Content:
Building on the foundation of Composition for Film and Games 1, this module examines compositional models and their attendant techniques from a variety of schools and traditions. Students are encouraged to explore the application of these ideas within their own creative work, producing compositions which demonstrate a practical working knowledge of the methods examined. The relationship between linear and non-linear composition for media will be emphasised. A greater degree of fluency in interpretation, integration, sensitivity and understanding is expected at this level, building on work from level 4; together with integrated technical knowledge relevant to the field. There will also be the opportunity to work with students from other disciplines (for example, Fashion or Animation).

Pre and Co requisites:
Composition for Film and Games 1

Total hours: 300

Assessment:
Assessment within this module will normally involve four pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The

four assessments are equally weighted (25 each), and the student is expected to pass the module taking the total as an aggregate

Exam	Coursework	Practical
%	100%	%

Music Composition: CCMC-SMP2S/MCTFG2S
Module name: Songwriting and Performance 2
Module code: 5CTA1234
Semester: AB

Credits: **30**

Module Aims:
Explore and evaluate a range of compositional strategies. Develop ensemble performance techniques to an intermediate level. Investigate more detailed musical processes and materials through creative performance and composition.

Intended Learning Outcomes:
Successful students will typically: • Have knowledge of important and useful compositional techniques and the relationship between theory and practice.(LO1) • Be familiar with methods for encoding their musical ideas (including those focusing on technology) with an intermediate level of precision. (LO2) Successful students will typically: • Apply relevant techniques (including those focusing on technology) and compositional strategies to their own work, when required or appropriate. (LO3) • Perform a variety of ensemble music with accuracy, sensitivity and critical awareness through effective team work. (LO4) • Understand the relationship between theory and practice, with specific regard to lyric writing and the song. (LO5)

Module Content:
Building on the foundation of Songwriting and Performance 1, this module examines compositional models and their attendant techniques from a variety of schools and traditions. Students are encouraged to explore the application of these ideas within their own creative work, producing songs which demonstrate a practical working knowledge of the methods examined. Students will be led to explore in practice a wide variety of performing styles and musical conventions from differing traditions. A greater degree of fluency in interpretation, integration, sensitivity and understanding is expected.

Pre and Co requisites:
Songwriting and Performance 1

Total hours: 300
Assessment:
Assessment within this module will normally involve three pieces of practical coursework and two performances (comprising one assessment only) requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The four assessments are equally weighted (25 each), and the student is expected to pass the module taking the total as an aggregate.

Exam	Coursework	Practical
%	100%	%

Music Technology: CTMUS-LSLT2S/MSDT2S/MUP2S/RAP2S
Module name: Sound Technologies and Techniques 2

Module code: 5CTA1230

Semester: AB

Credits: 30

Module Aims:

Further explore the technology associated with the capture, manipulation and organisation of sound. Develop troubleshooting skills in order to successfully identify and implement correct interconnection of hardware and software systems and parameter settings.

Solve audio signal routing problems.

Develop a ranged portfolio of mixed and mastered work.

Intended Learning Outcomes:

Successful students will typically: have knowledge and understanding of: 1. The requirements for capturing key characteristics of acoustic sound sources. 2. Strategies in which audio content can be enhanced / improved. 3. Decisions taken during the recording, mixing and mastering process. 4. Technical requirements appropriate to ensuring well-planned signal routing. Successful students will typically: 5. Organise signal flow and routing options in an appropriate manner to realise a given brief. 6. Produce a ranged audio portfolio of work to a professional sounding standard. 7. Implement sound enhancement techniques. 8. Interpret technical specifications for a range of sound capture / studio based technologies.

Module Content:

Building upon Sound Technologies & Techniques 1, this module develops higher understanding and advanced skills concerning key sound technologies and students' developing approaches when engaging with these technologies. Students work with industry standard tools, utilising a more advanced feature set, relating to both sound capture and sound manipulation / enhancement. Physical hardware routing of a range of technologies found in audio environments such as studios are also included so as to enhance troubleshooting abilities.

Pre and Co requisites:

Sound Technologies & Techniques 1

These are advisory only and the module may be taken by direct entry students who have demonstrated the associated prior knowledge and skills

Total hours: 300

Assessment:

Assessment within this module will typically involve four pieces of practical coursework, requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The four assignments are typically equally weighted (25 each), and the student expected to pass the module, taking the total as an aggregate.

Exam	Coursework	Practical
%	100%	%

Music Technology: CTMUS-LSLT2S/MSDT2S/MUP2S/RAP2S
Module name: Professional & Industrial Context 2

Module code: 5MMF0056

Semester: AB

Credits: 30

Module Aims:
Further explore the legal and regulatory framework of the music and audio industry. Consider advanced technical resources and the requirements of safe operation.

Be introduced to a range of systems optimised for specific applications, such as distribution, and mastering for different distribution platforms.

Intended Learning Outcomes:
Successful students will typically: have knowledge and understanding of: 1. a range of commercial rights, organisation and business models, and the infrastructure that supports them in the context of music and sound distribution; 2. technical and creative modification techniques of music and sound to meet delivery and distribution requirements; 3. appropriate functional features of specific specialist hardware and software for music and audio; 4. logistic, planning and equipment 'safe use' requirements for a variety of sound and media scenarios. Successful students will typically: be able to: 5. select appropriate content development tools to configure and optimise for delivery to a range of platforms; 6. select and deploy appropriate distribution channels for music and sound works; 7. specify and undertake the steps necessary to protect digital copyright; 8. select and operate various hardware and software components for audio broadcast, production or recording.

Module Content:
Building upon Professional & Industrial Context 1, this module introduces students to a range of more advanced studio resources. The music industry is further explored and Technical material is supplemented with the investigation into the legal, procedural and logistical requirements of digital distribution and delivery, as to is appropriate presentation of content..

Pre and Co requisites:
Professional & Industrial Context 1 These are advisory only and the module may be taken by direct entry students who have demonstrated the associated prior knowledge and skills.

Total hours: 300
Assessment:
Assessment within this module will typically involve four pieces of practical coursework, requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The four assignments are typically equally weighted (25 each), and the student expected to pass the module, taking the total as an aggregate.

Exam	Coursework	Practical
%	100%	%

Music Technology: CTMUS-LSLT2S/MSDT2S/MUP2S/RAP2S

Module name: Audio Specialisms 2

Module code: 5CTA1229

Semester: AB

Credits: 30

Module Aims:

Develop an understanding of the relationship between sound, its spectral content and human perception. Be introduced to practical programming applications involving the manipulation of MIDI, digital signal processing and other data. Gain experience of audio networking and remote control hardware(s). Develop skills to hone auditory listening and perception.

Intended Learning Outcomes:

Successful students will typically: have knowledge and understanding of: 1. Various types of hardware and software used in audio broadcast, networking and production industries. 2. The fundamentals of multi-track non-linear editing systems and applications. 3. Perceptual encoding techniques to reduce the bandwidth of digital audio 4. Audio processing techniques and be able to compare and contrast these. Successful students will typically: 5. Identify and split sound signals into component parts. 6. Select and employ a range of data manipulation and processing techniques effectively. 7. Design and implement interactive MIDI applications within a visual programming environment. 8. Design and implement interactive audio applications within a visual programming environment.

Module Content:

This module further ports students understanding into developing specialisms in connected technical areas. This includes sophisticated interactive and real-time content creation through the use of Max/Msp programming coupled with an introduction to networked based music technologies. Core training to further develop advanced listening skills is also covered. The Module Guide (or individual Topic Guide) produced each year contains a more detailed description of

module content. However, the intended learning outcomes of the module are supported by coverage, in lectures, tutorial, practical sessions, and staff-directed/self-directed independent study, of a selection of the following (indicative) four topics:

Sound Perception (Coursework) assessing learning outcomes 3, 4, 5, 6. This topic supports students to improve their sonic vocabulary and develop advanced listening skills to empower the student's ability to compose, critically evaluate and analyse sound and music. Deeper understanding of sound synthesis and audio processing techniques are developed through analysis of spectral information.

Audio Networking (Coursework) assessing learning outcomes 1, 3, 7, 8 This topic is concerned with the interfacing of, and communication between, digital audio technologies. Distribution via structured formats such as RedNet, Dante, CATX, MADI, and AoIP is introduced as students create functioning audio and control networks using distributive interface technologies, whilst also integrating these with both virtual and internal bus networks.

MAX Programming A (Coursework) – assessing learning outcomes 1, 2, 6, 7. In MAX Programming, students explore interactive, real-time musical applications that can process MIDI and other types of information. The focus is on the manipulation of data and core programming techniques that build skills towards a more advanced programming project Programming B.

Max/MSP Programming B (Coursework) – assessing learning outcomes 2, 4, 5, 8. Programming B extends the student's knowledge of Max to include digital audio signal processing and video extensions known as MSP and Jitter. Case studies will be presented by tutors, which highlight real world (interactive/non-linear) applications. The topic is primarily focused on key real-time synthesis techniques and the resulting student work is typically a musical software tool.

Pre and Co requisites:
None

Total hours: 300

Assessment:
(Pass/Fail)Assessment within this module will normally involve four pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The four assessments are equally weighted (25 each), and the student is expected to pass the module taking the total as an aggregate

Exam	Coursework	Practical
%	100%	%

Music Technology: CTMUS-LSLT2S/MSDT2S/MUP2S/RAP2S

Module name: Music Production Practice 2

Module code: 5CTA1228

Semester: AB

Credits: 30

Module Aims:
Explore extended functional elements within key hardware and software tools for music and sound production. Further explore the theory and compositional practice of a selected range of musical styles from the twentieth century to date. Strategise creative and technical approaches to and evoke specific sonic moods and timbres. Analyse production techniques from a range of selected repertoire.

Intended Learning Outcomes:
Successful students will typically: have knowledge and understanding of: 1. Applications of inter-device communication within modular studio systems. 2. How a range of sounds within musical content have been created and/or produced. 3. Further principles and practice underlying music production technologies at an intermediate level. Successful students will typically: 4. Analyse works from a selected repertoire, identifying key features appropriate to the genre. 5. Produce a portfolio of a variety of musical styles. 5. Explore timbre design combine sound synthesis and effect techniques to create new (and recreate existing) timbres

Module Content:
Building on Music Production Practice 1, this module explores extended functionality within key hardware and software tools, such as soft studios and digital audio workstations. Students continue to develop their production and creative approaches to creating new musical work whilst also drawing on approaches and techniques from existing music. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The Module Guide (or individual Topic Guides) produced each year contain a more detailed description of module content. However, the intended learning outcomes of the module are supported by coverage, in lectures, tutorials, practical sessions, and staff-directed / self-directed independent study, of a selection of the following (indicative) three topics: Sequencers and Soft Studios (Coursework) assessing learning outcomes 1, 3, 5, 6. This topic uses industry standard soft studio technology as a platform to teach sound synthesis, sequencing and audio routing at an intermediate level. Synthesis techniques such as subtractive, additive, granular and wavetable are explored. The assessment requires students to utilise software resources efficiently and to employ initiative in working around a restrictive brief that requires keen experimentation and lateral thinking to achieve the best possible results. Digital Reproduction (Coursework) assessing learning outcomes 1, 2, 4, 6. Through identifying the production and construction techniques used in commercially available music, students are tasked with recreating this music in order to hone their listening abilities, sonic appreciation and sound timbre design through a variety of methods including chord identification, effect manipulation, sound layering, and sound shaping techniques etc in order to create a 'convincing clone'. Advanced Creative Music Production (Coursework) – Assessing outcomes 2, 3, 4, 5. Through the exploration and the production of library music, this topic builds on previous L4 study, and looks at models, which demonstrate differing stylistic parameters and techniques of construction in order to portray specific emotional responses. The creation of differing mixes / versions and 'stings' along with musical notations and instrumental techniques for creative effect are also explored.

Pre and Co requisites:
Music Production Practice 1

Total hours: 300

Assessment:
(Pass/Fail)Assessment within this module will normally involve three pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The three assessments are equally weighted (33.3 each), and the student is expected to pass the module taking the total as an aggregate

Exam	Coursework	Practical
%	100%	%

Music Technology: CTMUS-LSLT2S/MSDT2S/MUP2S/RAP2S

Module name: Music and Sound Design Technology Practice 2

Module code: 5CTA1227

Semester: AB

Credits: 30

Module Aims:

Explore extended functional elements within key hardware and software tools for music and sound production. Further explore the theory and practice of sound design and music production across a range of media. Engage with diffusion of music and sound design content across multiple speaker setups. Strategise creative and technical approaches to meet brand compliance and evoke specific sonic moods.

Intended Learning Outcomes:

Successful students will typically: have knowledge and understanding of: 1. Methods and strategies for evoking image and emotion through sound placement. 2. Techniques and processes for the manipulation of sound and music representations. 3. Safe operation of system devices for sound production and projection within sound stage settings. Successful students will typically: 4. Create music and sound sequences to match sonic branding requirements. 5. Select parameter values appropriate to given media briefs. 6. Exploit extended techniques for manipulation and positioning of sound.

Module Content:

Building on the Music Technology Practice 1 module, further creative and technical skills in sound design and music content creation for audio-visual media are covered. Authoring techniques are explored in greater depth and students are introduced to surround-sound production and diffusion approaches to controlling the impact of sound in 'space', again through the lens of supporting and enhancing other media content. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The Module Guide (or individual Topic Guides) produced each year contain a more detailed description of module content. However, the intended learning outcomes of the module are supported by coverage, in lectures, tutorials, practical sessions, and staff-directed / self-directed independent study, of a selection of the following (indicative) three topics: ¿ Sound Design FX and Foley 2 (Coursework) – assessing learning outcomes 1, 3, 5, 6. This topic further develops students skills with sound and visual media, covering more advanced theory and practice to include re-dubbing, more advanced and intricate sync and sound design work, and extended techniques for processing found and sourced sound. Voiceover Production (Coursework) Assessing learning outcomes 1, 2, 4, 5. This topic further develops the skills ascertained in Sound Design, FX and Foley but now through the lens of audio from an advertising and brand compliance perspective. Technical considerations relating to studio setup, as well as delivery (voice pacing, type of voice, relationship with music and sound effects) are also considered. Surround Sound (Coursework) Assessing learning outcomes 2, 3, 4, 6. This topic aims to extend the student's understanding and experience of the techniques and technologies associated with multi-channel audio installations. Starting with a microphone primer, it investigates some of the standard (and non-standard) mic & speaker configurations used to capture and reproduce audio images from more than one signal source. The topic concludes with an investigation of typical finishing processes and the possibilities for multi-channel audio, when combined with video, with respect to digital content authoring.

Pre and Co requisites:

Music Technology Practice 1 These are advisory only and the module may be taken by direct entry students who have demonstrated the associated prior knowledge and skills.

Total hours: 300

Assessment:

Assessment within this module will normally involve three pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The three assessments are equally weighted (33.3 each), and the student is expected to pass the module taking the total as an aggregate.

Exam	Coursework	Practical
%	100%	%

Music Technology: CTMUS-LSLT2S/MSDT2S/MUP2S/RAP2S

Module name: Audio Engineering Practice 2

Module code: 5CTA1226

Semester: AB

Credits: 30

Module Aims:

Be introduced to the logistics of event management. Be further introduced to electronics found within audio systems. Explore extended functional elements within key hardware and software tools for audio production. Further explore aspects of sound recording, capture, reinforcement, mixing and production.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding of:

1. Logistical and planning requirements of sound capture and signal conditioning.

2. Techniques of recording, production and mixing of audio at an intermediate level.

3. Further principles and practice underlying core audio engineering technology at an intermediate level.

Successful students will typically:

4. Operate audio devices that address the requirements of live performance, capture or reinforcement.

5. Record and mix accurately a variety of sound sources within a variety of locations (studio and live).

6. Define signal routing paths using industry standard software.

Successful students will typically:

have knowledge and understanding of:

1. Logistical and planning requirements of sound capture and signal conditioning.

2. Techniques of recording, production and mixing of audio at an intermediate level.

3. Further principles and practice underlying core audio engineering technology at an intermediate level.

Successful students will typically:

4. Operate audio devices that address the requirements of live performance, capture or reinforcement.

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1. Logistical and planning requirements of sound capture and signal conditioning.

2. Techniques of recording, production and mixing of audio at an intermediate level.

3. Further principles and practice underlying core audio engineering technology at an intermediate level.

Successful students will typically:

4. Operate audio devices that address the requirements of live performance, capture or reinforcement.

5. Record and mix accurately a variety of sound sources within a variety of locations (studio and live).

6. Define signal routing paths using industry standard software.

Module Content:

Building upon Audio Engineering Practice 1, this module further engages students in a range of audio engineering projects namely through project work in more advanced studios and through the lens of live event mixing and reinforcement. Knowledge of audio electronics is further developed, including circuit design and layout. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The Module Guide (or individual Topic Guide) produced each year contains a more detailed description of module content. However, the intended learning outcomes of the module are supported by coverage, in lectures, tutorials, practical sessions, and staff-directed / self-directed independent study, of a selection of the following (indicative) three topics: ¿¿Studio Electronics (in class / practical test / Coursework) assessing learning outcomes 1, 3, 4, 6, 8. This topic focuses on electronic systems found within recording studios. Signal matching and distribution are introduced, as too is studio maintenance such as amplifier, mixing desk and other equipment servicing. Printed circuit board design from a schematic is also covered. Studio Recording and Mixing Project (Coursework) assessing learning outcomes 2, 3, 5, 6. Building on fundamental work at L4, this topic supports students in more advanced recording scenarios and in using more advanced techniques, such as remote and automated record cueing, more complex foldback set ups and more advanced microphone techniques, such as Blumlein pairs, Glyn Johns technique and surround recording. Typically, students will record a group or small ensemble. Event Management assessing learning outcomes 1, 2, 4, 5. This topic requires students to contribute to the delivery of one of our "JamJar" music events, which occur throughout the academic year. Under the supervision of the standing JamJar management team, students work to liaise with artists, check technical requirements, design promotional materials and promote the event. Students are required to attend a series of scheduled meetings to address these issues, and then to attend the event, taking on the role of either stage or sound assistant. Assessment is by direct observation of their work throughout, and of a report of the event submitted by the student.

Pre and Co requisites:

Audio Engineering Practice 1 These are advisory only and the module may be taken by direct entry students who have demonstrated the associated prior knowledge and skills.

Total hours: 300

Assessment:

Assessment within this module will normally involve three pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The three assessments are equally weighted (33.3 each), and the student is expected to pass the module taking the total as an aggregate.

Exam	Coursework	Practical
%	100%	%

Music Technology: CTMUS-LSLT2S/MSDT2S/MUP2S/RAP2S

Module name: Live Sound and Lighting Technology Practice 2

Module code: 5CTA1225

Semester: AB

Credits: 30

Module Aims:

Be introduced to the logistics of event management.

Explore extended functional elements within key hardware and software tools for audio production and visual projection mapped content.

Further explore aspects of sound recording, capture, reinforcement, mixing and production.

Intended Learning Outcomes:

Successful students will typically: have knowledge and understanding of: 1. Logistical and planning requirements of sound capture and visual performance. 2. Techniques of recording, production and mixing of audio at an intermediate level. 3. Programming techniques for the design, modification and blending of visual content. Successful students will typically: 4. Operate audio and visual devices that address the requirements of live performance, capture or reinforcement and enhanced visual experience. 5. Record and mix accurately a variety of sound sources within a variety of settings (broadcast and live). 6. Control media based signals so as to impact other signals, such as frequency constricted audio and ducking.

Module Content:

Building upon Live Sound & Lighting Technology Practice 1, this module further engages students in live sound reinforcement and event technologies, as well as other 'one shot' industry areas such as broadcast. Visual projection mapping and visual show content creation techniques are also introduced and explored. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The Module Guide (or individual Topic Guides) produced each year contain a more detailed description of module content. However, the intended learning outcomes of the module are supported by coverage, in lectures, tutorials, practical sessions, and staff-directed / self-directed independent study, of a selection of the following (indicative) three topics: ¿¿Event Management (Practical Assessment) assessing learning outcomes 1, 2, 4, 5. This topic requires students to contribute to the delivery of one of our "JamJar" music events, which occur throughout the academic year. Under the supervision of the standing JamJar management team, students work to liaise with artists, check technical requirements, design promotional materials and promote the event. Students are required to attend a series of scheduled meetings to address these issues, and then to attend the event, taking on the role of either stage or sound assistant. Assessment is by direct observation of their work throughout, and of a report of the event submitted by the student. Projection Mapping and Lighting (Coursework) assessing learning outcomes 1, 3, 4, 6. This topic extends the lighting desk into the realm of the VJ, and possibilities for projection mapping. Students gain experience in creating example show content, applying visual effects, compositing, and fusing pixels with composite rhythmic patterns in order to provide an effective grounding in visual event creation, simulation and automation. Broadcast Audio (Practical Assessment) assessing learning outcomes 2, 3, 5, 6. This topic introduces the specialist equipment and techniques necessary to ensure successful live production, whether the sound is captured, transmitted, or projected for a live audience. Students gain practical experience of sound

checks and solve problems such as feedback, separation and on stage monitoring, whilst using tools optimised for this exciting and growing industry sector.

Pre and Co requisites:
Live Sound & Lighting Technology Practice 1 These are advisory only and the module may be taken by direct entry students who have demonstrated the associated prior knowledge and skills.

Total hours: 300

Assessment:
Assessment within this module will normally involve three pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The three assessments are equally weighted (33.3 each), and the student is expected to pass the module taking the total as an aggregate

Exam	Coursework	Practical
%	100%	%

Music Industry Management: CTMIM-MIM2S

Module name: Understanding Music Organisations

Module code: 5CTA1224

Semester: AB

Credits: 30

Module Aims:

Research and analyse various approaches to organisational management and management theories including aspects of company structure, management action and behavioural aspects relevant to the music and entertainment industry. Examine the core issues affecting creators, employees, investors and business owners within the modern music and entertainment industry during a time of rapid change. Demonstrate their understanding of the small business and its marketing, its nature, significance and problems. Demonstrate a clear understanding of academic report writing and business planning.

Intended Learning Outcomes:

Successful students will typically: Demonstrate a clear understanding of contemporary management theory as it relates to the music and entertainment industry. Analyse and apply various aspects of management theory including environmental analysis, structure, functions, and strategies, as it applies to the music and entertainment industries. Demonstrate an understanding of the nature and significance of small enterprise and some ways in which they differ from larger organisations. Demonstrate an understanding of business innovation and enterprise development including business planning. Successful students will typically: Research, analyse, understand and discuss management principles for the music and entertainment industries. Produce work to a given brief including length, format and deadline with appropriate referencing of sources and ideas. Demonstrate intellectual and technical curiosity and creativity. Work effectively in a team, employing for example negotiation, effective listening, leadership, influencing or decision-making skills. Research, consider and express ideas and information effectively in written, oral or in other forms, using a range of media which are widely used in business and academic environments.

Module Content:

Following on from the 'The Business of Music' module in level 4, this module is designed to enable students to further develop and build upon their understanding of music management theories and practices as applied to start ups, SMEs and large organisations. The module will enable students to develop their conceptual and analytical skills and begin to evaluate management structures and practices from both an historical and contemporary perspective. Indicative content for this module includes an examination of idea creation, entrepreneurship, start ups, business planning, marketing, Intellectual Property, finance, horizontal and vertical integration, further use of environmental analysis, company structures, strategic management theory, business success and failure. The module will also help students further develop their academic report writing, business planning and research skills in addition to use of Harvard Referencing. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Important business and entrepreneurship theories will be illustrated and explored via music management case studies and guest speakers which will also serve as important vehicles in illustrating the unique managerial challenges associated with the development of a music product especially during this time of rapid change. Indicative assessment includes an individual report submission and a group project where students will learn how to communicate effectively and deliver

content in a confident manner. Students are expected to carry out additional reading around each of the topics discussed and to come to classes having completed such reading and preparation. This background reading and individual study is essential to the development of the individual student, and it is important that students are able to read relevant sections and synthesise as appropriate.

Pre and Co requisites:
None

Total hours: 300

Assessment:
A Group business plan (40) A report on one or more organisations in the music and entertainment industry (60)

Exam	Coursework	Practical
%	100%	%

Music Industry Management: CTMIM-MIM2S
Module name: The Digital Environment

Module code: 5CTA1223

Semester: AB

Credits: 30

Module Aims:
Explore both existing technologies used in the Music and Entertainment Industries and identify future emerging technologies that impact the processes involved in the creation, distribution and consumption of a music product. Research and analyse the income streams for artists and organisations through the digital economy. Research and analyse the impact of the changing digital environment on Artists and organisations such as business models, marketing, Intellectual Property.

Intended Learning Outcomes:
Successful students will typically: 1. Examine the technologies involved in creating, distributing and consuming a product in the music and entertainment industry; 2. research and analyse the income streams for Artists and organisations through the digital economy. Research and analyse the impact of the changing digital environment on Artists and organisations such as business models, marketing, Intellectual Property. Successful students will typically: Produce work to a given brief including length, format and deadline with appropriate referencing of sources and ideas. Demonstrate intellectual and technical curiosity and creativity. Work effectively either alone (employing for example good time management, research skills) or in a team (employing for example negotiation, effective listening, leadership, influencing or decision-making skills). Research, consider and express ideas and information effectively in written, oral or in other forms, using a range of media which are widely used in business and academic environments.

Module Content:
This module will provide students with an understanding of existing technologies within the context of historical technological developments while identifying future emerging and disruptive technologies. Indicative content will include online distribution, web-based and mobile music platforms. The module will also introduce students to impact the changing digital environment has on business models and functions such as marketing, Intellectual Property and finance. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Students will gain an understanding of the impact of the digital environment and economy on the music and entertainment industries. This knowledge will be assessed through a range of assessments, typically a presentation and coursework(s), both individual and group. In addition to tutor-led ways of achieving the learning outcomes, students are expected to participate in the module discussions and read widely. Students are presented with guided reading.

Pre and Co requisites:
None

Total hours: 300

Assessment:
A group presentation and report (40) An individual report (60)

Exam	Coursework	Practical
%	100%	%

Module name: Popular Music: History, Context and Impact

Module code: 5CTA1222

Semester: AB

Credits: 30

Module Aims:

Understand the historical, social, cultural, political, geographical, philosophical and economic contexts of music, and to relate processes of change in music to historical, social and other factors in post war western popular music. Understand the post war history of western popular music to include various cultural and socioeconomic and geopolitical perspectives that shaped the contemporary music and entertainment industry.

Intended Learning Outcomes:

Successful students will typically: Contextualise current and future popular music trends within an historical appreciation of the origins of different popular music styles and genres. Demonstrate an awareness of different ideas, contexts and frameworks and recognises those areas where the knowledge base is most/least secure. Successful students will typically: Demonstrate an understanding of how music, through whichever sub-discipline(s) it is studied, relates to cognate disciplines in the arts, humanities and social as appropriate. Articulate and effectively explain information. Identify, analyse and communicate principles and concepts, recognising competing perspectives.

Module Content:

This module is designed to further an understanding of different cultures as they relate to the post war western popular music industry. The module will enable students to develop conceptual and analytical skills and to evaluate some of the key fundamental assumptions of music cultures as well as key cultural aspects of music. Key areas of debate may include various cultural perspectives that have shaped the music industry. Indicative content may include an examination of various socio-economic and geo-political factors. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Students are guided on the historical context of a range of music styles, genres and cultures that emerged over the second half of the 20th Century and up to the current day. Emphasis is placed on the constant cross pollination of such styles to create new musical forms. Relevant films, videos and original recordings will be assessed to demonstrate the evolution of different originally unrelated genres into new music genres. The theoretical component will include an on relevant socio-economic, geo-political and business factors that impacted the various cultures since the end of the 2nd World War. Students will be encouraged to reflect on their own musical tastes.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Assessment will typically include: A report demonstrating understanding of the historical, social, cultural, political, geographical , philosophical and economic contexts of music and to relate processes of change in music to historical, social and other factors in post war western popular music – 50 A portfolio reviewing recordings and a range of activities such as attendance at gigs / festivals / talks – 50

Exam	Coursework	Practical
%	100%	%

Music Industry Management: CTMIM-MIM2S
Module name: Independent Project

Module code: 5CTA1221

Semester: AB

Credits: 30

Module Aims:
Develop substantial learner autonomy with support from staff. Explore in detail, at an advanced level, ideas or topics. Synthesise information in a creative and original way.

Intended Learning Outcomes:

Successful students will typically:

Develop their business innovation and enterprise development skills: taking innovative business ideas to create new products, services or organisations.

Produce a case study/feasibility study/business, marketing or promotional plan.

Demonstrate commercial acumen: based on an awareness of the key drivers for business success, causes of failure and the importance of providing customer satisfaction and building customer loyalty.

Successful students will typically:

Demonstrate the ability to act entrepreneurially to generate, develop and communicate ideas, manage and exploit intellectual property, gain support, and deliver successful outcomes.

Act with limited supervision and direction within defined guidelines, accepting responsibility for achieving personal and/or group outcomes and/or outputs.

Demonstrate conceptual and critical thinking, analysis, synthesis and evaluation.

Demonstrate self reflection: self-analysis and an awareness/sensitivity to diversity in terms of people and cultures.

Successful students will typically:

Develop their business innovation and enterprise development skills: taking innovative business ideas to create new products, services or organisations.

Produce a case study/feasibility study/business, marketing or promotional plan.

Demonstrate commercial acumen: based on an awareness of the key drivers for business success, causes of failure and the importance of providing customer satisfaction and building customer loyalty.

Successful students will typically:

Demonstrate the ability to act entrepreneurially to generate, develop and communicate ideas, manage and exploit intellectual property, gain support, and deliver successful outcomes.

Act with limited supervision and direction within defined guidelines, accepting responsibility for achieving personal and/or group outcomes and/or outputs.

Demonstrate conceptual and critical thinking, analysis, synthesis and evaluation.

Demonstrate self reflection: self-analysis and an awareness/sensitivity to diversity in terms of people and cultures.

Module Content:

This module allows students to undertake a substantial piece of independent work, which demonstrates an area of interest or specialism. Students will be assigned a mentor and regular tutorials and guidance will be given throughout the academic year in order to help the student maintain sufficient progress to complete the project successfully. The module will encourage students to reflect on their experiences and their learning. Typical projects will include recording, sampling, performance, song writing, management (e.g. tour, live), A&R. 11b. Further Details: (supporting Learning Outcomes, max 250 words) This module allows students to explore an area of the Industry that is of particular interest. Projects need to be signed off by the student's mentor. Projects are likely to cover: • Music Technology – Recording / Sampling • Performance – Recorded / Live • Composition / Song writing to be recorded / performed live • Management – Management of a live event • Management – Artist (Tour or EP) • A&R blogging Assessment will typically include a proposal document in Semester A (30, Evidence of the project (recording, video, online presence, portfolio, journal) (30) and individual reflection (40). Where students choose an option that requires access to music technology resources in agreement with their Mentor, four sessions of 1.5 hours access to Edit Suites will be available as part of the module.

Pre and Co requisites:

None

Total hours: 300

Assessment:

a proposal document in Semester A 30 evidence of the project (recording, video, online presence, portfolio, journal) 30 individual reflection 40

Exam	Coursework	Practical
%	100%	%

Animation: CTDANM-3DANMMA2S(3DANMMA2EX)/ 2DACDMA2D(2DACDMA2EX) 3D Pathway
Module name: Moving Visions: perspectives on digital animation
Module code: 5CTA1070
Semester: AB

Credits: 30

Module Aims:
Develop critical insight into a range of Digital Animation practices and debates and locate their own practice within a wider cultural context. Understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice. Extend their study and enquiry skills, evaluating sources and experiences. Show self-reliance, taking responsibility for their own learning and development. Develop skills in critical analysis which inform their discipline practice. Communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding of:

recent and contemporary Digital Animation practices and the cultural, commercial, professional and

institutional forces that shape them.

some of the histories, theories and critical issues and debates that inform recent and contemporary Digital Animation practice.

some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their own practice.

Successful students will typically:

be able to:

study in a self-reliant manner by setting goals, managing their own learning, coordinating workloads, attending

scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study.

develop further skills in critical analysis including an ability to identify appropriate questions for enquiry;

formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others.

manage the processes of enquiry using a variety of resources to gather material, evaluate sources and

experiences, document findings and develop a line of reasoning supported by evidence.

communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary and academic conventions of reference.

Module Content:

Building on learning in the Animated Thinking module at Level 4, Moving Visions further develops knowledge and critical understanding of the contemporary uses of animated forms. Requiring students to identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of the discipline area, the module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise Level 6 contextual study. A core series of 'catalyst' lectures and seminars introduces new critical, theoretical and contextual ideas, while supporting students in a reflective exploration of both the broad field of animation and their specific practices of 2D, 3D, Games Art or Visual Effects. Undertaking a detailed survey of traditions, locations, and perspectives, students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Building on learning in the Animated Thinking module at Level 4, Moving Visions further develops knowledge and critical understanding of the contemporary uses of animated forms. Requiring students to identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of the discipline area, the module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise Level 6 contextual study. A core series of 'catalyst' lectures and seminars introduces new critical, theoretical and contextual ideas, while supporting students in a reflective exploration of both the broad field of animation and their specific practices of 2D, 3D, Games Art or Visual Effects. Undertaking a detailed survey of traditions, locations, and perspectives, students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form. Assessment is typically directed towards the submission of an extended study of a particular practitioner, genre, group, form, theme, theoretical perspective or cultural issue of relevance to animation practice and/or its cultural reception. Close attention is given to the analysis of ideas that specifically relate to students' own work and to their possible career trajectories. Work for assessment can be submitted in a variety of forms, with skills of enquiry being demonstrated through outcomes such as enquiry folders, research blogs or information maps (iMaps). Processes of analysis and argument are typically represented through essay-style approaches in written, visual, video or audio formats, or through short individual or group presentations. Typically, at least one assessment will take the form of a 20002500 word written academic essay.

Pre and Co requisites:

5MMF0019

Total hours: 300

Assessment:

Assessment Pattern: 50 Semester A and 50 Semester B. Typically this might consist of a study folder, project or report and include one formal academic essay. Reference should be made to the Module Guide for a more detailed description. Assessment rationale: All the coursework relating to this module is subject to assessment based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study. Full attendance is expected for taught sessions within the module, with poor attendance very likely to be reflected in low or failing grades.

Exam	Coursework	Practical
%	100%	%

Module name: Creative Project

Module code: 5CTA1118

Semester: B

Credits: 30

Module Aims:

Experience a simulation of an industry production in group or solo based work over a sustained period of development to realise a significant project. Consolidate and reflect upon their personal skills and aspirations regarding their future career in their chosen field. Further develop their ability to learn both independently and collectively, critically evaluate their work and the work of others, plan projects, time, resources and the management of group based activities. Further develop their awareness of the importance of the audience and their influence over the production in order to create artefacts that inform, entertain and delight.

Intended Learning Outcomes:

Successful students will typically:

Have knowledge and understanding of

Key creative visual practices and aesthetic traditions and their influence on the creation of time based media.

Specialist skills, professional practices and production techniques in the field of study.

The cultural and ethical contexts of animation: its markets and audiences and their requirements.

Successful students will typically:

Be able to

Exercise processes of observation and visualisation while employing convergent and divergent thinking to create imaginative, authentic, playful and original time based media.

Analyse complex problems and formulate responses and creative solutions, demonstrating resourceful and entrepreneurial self-confidence, risk taking and decision making in unpredictable circumstances.

Produce ambitious work that sustains the development of ideas to a final outcome while demonstrating mastery of appropriate software.

Manage time, deadlines and resources effectively, by drawing on planning, leadership, collaboration and organisational skills while doing so in solo or group work.

Communicate effectively by articulating, listening, negotiating while responding flexibly to change and considering feedback from peers or staff.

Work independently developing the skills and appetite for learning, critical self evaluation, passion and motivation in their discipline.

Module Content:

This module offers a period of sustained practice which consolidates and extends digital animation, visual effects and games art skills established and developed earlier in the course. It enables the student to see through the production cycle of a whole group project, or projects which may be used as part of locating or pinpointing their employment or professional aspirations. The project will usually be within a large group and could be a live project in collaboration with third-parties, work experience, faculty projects or combined projects with students on other years or on other programmes. The experience gained is then used to pinpoint and enter into a planning cycle for a potential small group project. This is a pre-production cycle in smaller groups that could be preparation for level 6 studies or used as a stand-alone pre-production unit. Use of live action footage as reference may be an important part of both projects which should also include attention to sound design. The use of motion capture should be considered for Games Art and Visual Effects. Anatomy studies accompanies this module, alongside film, games, and animation showings, and discussions and debates around digital issues inform and accompany this module. 11b. Further Details: (supporting Learning Outcomes, max 250 words) With this project the students will complete the entire production cycle of a project, which allows them to experience all aspects of pre-production, production and post-production, integrating the skills needed at each stage and enabling an informed specialisation for level 6. The project will also focus the student on the importance of accurate research. It is delivered through workshops, milestones, presentations, seminars and could include shifting client demands including extensive re-direction and client simulations.

The projects may be live projects (completed either during on-site work experience, or realised within the University's facilities) or may be defined by the student or group of students through negotiation with staff. In all cases the staff team have to be satisfied that the project is likely to lead to a successful completion within the time and resources available and that its form, scope, content and ambition accord with and support the assessment requirements of the module. Those undertaking work experiences will have to submit a report underpinning the work carried out during placement.

The experience gained is then used to pinpoint and enter into a planning and research cycle for a potential small group project. This is a pre-production cycle in smaller groups that could be preparation for level 6 study or used as a stand-alone pre-production unit.

Pitching, presentation skills, client handling and 'dailies' for directors are an important part of the production cycle in digital animation and the skills needed for this are addressed within the student projects.

Use of live action footage as reference may be an important part of both projects which should also include attention to sound design. The use of motion capture should be considered for Games Art and Visual Effects projects.

The continued support for art skills that the programme provides are essential for industry and employment aspirations and include, amongst other subjects, dedicated anatomy studies.

The module will expand students' knowledge of related areas by including film, games, and animation showings, with discussions and debates around digital issues that inform and accompany this module.

Pre and Co requisites:

Total hours: 300

Assessment:

The assessment will typically consist of one larger project such as an animated film or games level or visual effects piece. This will usually be produced in group and be of substantial content showing an

understanding of the overall production process. There may be interim minor progress assessments and an art skills element that will be assessed as a Jpg or art portfolio.

Exam	Coursework	Practical
%	100%	%

Module name: Advanced Specialisms for 3D

Module code: 5CTA1119

Semester: A

Credits: 30

Module Aims:

Experience sustained practice which supports the further development of the students' skills and understanding in 3D digital animation procedures. Explore their interests either within a specialisation or a more general practice in digital 3D. Develop creative work by visual observation and through mastery of appropriate 3D software.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of Underlying principles and concepts of 3D digital animation (A2). Specialist skills, professional practices and production techniques in 3D Animation (A3). Successful students will typically: Be able to Exercise processes of observation and visualisation (B1). Analyse complex problems to formulate solutions and reflect on feedback in 3D animation (B3,D4). Work creatively and imaginatively for 3D animation outputs (B4). Produce ambitious work showing mastery of appropriate 3D pipeline software (C1). Manage time and deadlines and working independently for learning (C2,D3). Sustain the development of ideas through to a resolved outcome respecting appropriate 3D animation broadcast and digital standards (C3).

Module Content:

The module offers a period of sustained practice which consolidates and extends digital animation skills covered in Level 4. This award covers a variety of practices and the module allows the student to start to develop specialist interests or maintain a generalist overview. There are a series of short skills workshops that the student can elect to attend and outcomes for the student to explore their interests. 11b. Further Details: (supporting Learning Outcomes, max 250 words) This module provides an opportunity for sustained practice using the theory and understanding established in lectures and workshops to develop the difficult skills necessary for 3D digital animation in today's industry. This consolidates those existing 3D skills introduced at Level 4 and enables the student to identify both their own particular interests in this field, and also areas that need more attention to ensure a full profile for specialisation or generalisation. The main areas that could typically be explored include: Character animation, this is an area demanding high artistry and expertise and is based on a large body of theory located in the Disney tradition and acting practices from theatre and film and the handling of motion capture data and practices. Digital modelling both organic and hard surface. Character rigging and technical direction. Simulated practices such as particles, soft/hard body dynamics and other simulations. There is a minor art skills and life drawing outcome to this module as part of the continuing art skills element to the programme. There are a series of short elected skills workshops where the student can attend a reduced number in line with their identified interests. These workshops will have outcomes allowing the student to explore their interests in a broader or narrower way. Students complete a series of projects, some closely defined by staff in content and processes and some more open. This leads to an overall portfolio. All work in this area is underpinned by art skills such as life drawing and this is integrated within the module.

Pre and Co requisites:

5CTA1016

Total hours: 300

Assessment:

Students will typically create a portfolio of practical pieces according to the workshops attended. This could also include in class work.

Exam	Coursework	Practical
%	100%	%

Animation: CTDANM-3DANMMA2S(3DANMMA2EX)/ 2DACDMA2D(2DACDMA2EX) 3D Pathway

Module name: Planning and Post Production for 3D

Module code: 5CTA1120

Semester: A

Credits: 15

Module Aims:
Understand, analyse and make effective use of particular film and 3D animation languages such as editing, camera, lighting, colour, composition, mise en scene to communicate narrative and to evoke emotion. Experience the 3D production pipeline at preplanning a project and relevant 3D postproduction processes such as project preparation to lighting, rendering and compositing.

Intended Learning Outcomes:
Successful students will typically: Have knowledge and understanding of Key creative film and 3D visual practices and Aesthetic traditions (A1). Underlying principles and concepts of 3D digital animation and film-making (A2). Specialist 3D skills, professional practices and production techniques in the field of study (A3). Successful students will typically: Be able to Analyse complex problems to formulate responses and solutions (B3). Work creatively and imaginatively, generating playful and original 3D animation outcomes (B4). Produce ambitious 3D animation work showing mastery of appropriate 3D software (C1). Work independently; manage time and deadlines (C2, D4).

Module Content:
The Planning and Post Production for 3D module explores and develops the student's understanding of the digital animation processes' use of film languages, their simulation and use of post-production in digital animation. These practices include colour use and planning, production planning, editing, compositing for storytelling and emotion, mise en scene, lighting, camera work and composition. Digital lighting and lighting theory and rendering of images is looked at in detail. Compositing as an essential means of simulating film practices in Digital Animation from depth of field to motion blur to multi layering. Colour theory and practice is looked at, as are design and narrative considerations for colour and lighting. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The current standard of digital images demands skills and uses film image languages as a benchmark for digital practices. Cinematography includes such essential skills for digital filmmakers, as editing, composting, mise en scene, lighting, colour, camera work and composition that all potential animators must acknowledge and master. The module takes the student through the necessary techniques in a series of practical exercises underpinned by a body of historical and current practices that will be addressed in lectures. The module will be informed by current debate around the constructed image. The post-production process is a necessary part of all future modules and is addressed here in depth. Digital lighting and lighting theory and rendering of images is looked at in detail. Compositing as an essential means of simulating film practices in Digital Animation from depth of field to motion blur to multi layering is explored. Colour theory and practice is looked at, as are design and narrative considerations for colour and lighting. This is all worked back to the planning and design stage for animation – where pre-production and planning for a larger semester B project are undertaken.

Pre and Co requisites:
5CTA1017

Total hours: 150

Assessment:

Assessment Pattern: Typically this might consist of portfolio of exercises and simple in class testing of basic film knowledge and understanding. Reference should be made to the Module Guide for a more detailed description. Assessment rationale: All the coursework relating to this module is subject to assessment based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study.

Full attendance is expected for taught sessions within the module, with poor attendance very likely to be reflected in low or failing grades.

Exam	Coursework	Practical
%	100%	%

Animation: CTDANM-3DANMMA2S(3DANMMA2EX)/ 2DACDMA2D(2DACDMA2EX) 3D Pathway

Module name: Visualisation and Professional Practices for 3D

Module code: 5CTA1121

Semester: B

Credits: 15

Module Aims:

Analyse and make effective use of particular film image languages such as editing, camera, composition, and mise en scene to evoke emotion and tell story.

Experience the 3D production pipeline of preplanning and previsualising a potential project. Produce work in support of 3D placement/employment such as a CV, personal branding, web presence and develop awareness of personal promotion strategies. Understand the 3D digital animation industries and future employment possibilities.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of Key creative visual practices and Aesthetic traditions in 3D animation (A1). Underlying principles and concepts of 3D digital animation (A2). The operation of the 3D digital animation industries; its professional requirements, markets and audiences (A4, A3). Successful students will typically: Be able to Exercise processes of observation and visualisation (B1). Work independently using a range of sources for enquiry and research (B2 D3). Able to work creatively and imaginatively, generating authentic, playful and original 3D animation outcomes (B4). Manage time and deadlines effectively, by drawing on planning and organisational skills (C2). Communicate effectively while presenting and pitching 3D animation ideas and information to both specialist and non-specialist audiences (D2 C5). Respond flexibly to change and negotiation and reflect constructively on critical feedback (D4).

Module Content:

This module supports activities that take place concurrently with the Creative Projects module. This module explores digital directorial roles, the importance of sound and music in animation, pre visualisation and live action, and pre-production issues as supporting production. Employment patterns demand knowledge of this production pipeline and of current practice. This leads on to identifying employment aspirations and placement within studio practices and pipelines. 11b. Further Details: (supporting Learning Outcomes, max 250 words) This module is parallel with the Creative Projects module and is intended to inform and support that module. It will explore sound and music for animation, pipelines, the animation directorial role, the use of live action and pre-visualisation tools underscoring and informing production, and the use of pre-production design in project creation. Digital copyright issues will be explored and the creation of original content. During Semester B there will be a reflection on the 3D animation-making process and this module also looks towards the workplace in which a student's career aspirations may be realised and begins the process of preparing for employment in digital animation industries. Topics such as employment patterns, the role a personal web presence plays in this, CVs and responsibilities in the workplace and personal branding may be addressed.

Pre and Co requisites:

5CTA1017

Total hours: 150

Assessment:

Assessment Pattern: Typically this might consist of portfolio of exercises and a short live action maquette. Students would also submit a graphic portfolio for employment purposes that would typically consist of a CV, web presence, business card and self-branding elements.Please see the module guide for more details.

Assessment rationale: All the coursework relating to this module is subject to assessment based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study.

Full attendance is expected for taught sessions within the module, with poor attendance very likely to be reflected in low or failing grades.

Exam	Coursework	Practical
%	100%	%

Animation: CTDANM-3DANMMA2S(3DANMMA2EX)/ 2DACDMA2D(2DACDMA2EX) 2D Pathway

Module name: Moving Visions: perspectives on digital animation

Module code: 5CTA1070

Semester: AB

Credits: 30

Module Aims:

Develop critical insight into a range of Digital Animation practices and debates and locate their own practice within a wider cultural context. Understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice. Extend their study and enquiry skills, evaluating sources and experiences. Show self-reliance, taking responsibility for their own learning and development. Develop skills in critical analysis which inform their discipline practice. Communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically: have knowledge and understanding of: recent and contemporary Digital Animation practices and the cultural, commercial, professional and institutional forces that shape them. some of the histories, theories and critical issues and debates that inform recent and contemporary Digital Animation practice. some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their own practice. Successful students will typically: be able to: study in a self-reliant manner by setting goals, managing their own learning, coordinating workloads, attending scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study. develop further skills in critical analysis including an ability to identify appropriate questions for enquiry; formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others. manage the processes of enquiry using a variety of resources to gather material, evaluate sources and experiences, document findings and develop a line of reasoning supported by evidence. communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary and academic conventions of reference.

Module Content:

Building on learning in the Animated Thinking module at Level 4, Moving Visions further develops knowledge and critical understanding of the contemporary uses of animated forms. Requiring students to identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of the discipline area, the module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise Level 6 contextual study. A core series of 'catalyst' lectures and seminars introduces new critical, theoretical and contextual ideas, while supporting students in a reflective exploration of both the broad field of animation and their specific practices of 2D, 3D, Games Art or Visual Effects. Undertaking a detailed survey of traditions, locations, and perspectives, students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Building on learning in the Animated Thinking module at Level 4, Moving Visions further develops knowledge and critical understanding of the contemporary uses of animated forms. Requiring students to identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of the discipline area, the module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise Level 6 contextual study. A core series of 'catalyst' lectures and seminars introduces new critical, theoretical

and contextual ideas, while supporting students in a reflective exploration of both the broad field of animation and their specific practices of 2D, 3D, Games Art or Visual Effects. Undertaking a detailed survey of traditions, locations, and perspectives, students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form. Assessment is typically directed towards the submission of an extended study of a particular practitioner, genre, group, form, theme, theoretical perspective or cultural issue of relevance to animation practice and/or its cultural reception. Close attention is given to the analysis of ideas that specifically relate to students' own work and to their possible career trajectories. Work for assessment can be submitted in a variety of forms, with skills of enquiry being demonstrated through outcomes such as enquiry folders, research blogs or information maps (iMaps). Processes of analysis and argument are typically represented through essay-style approaches in written, visual, video or audio formats, or through short individual or group presentations. Typically, at least one assessment will take the form of a 20002500 word written academic essay.

Pre and Co requisites:
5MMF0019

Total hours: 300

Assessment:
Assessment Pattern: 50 Semester A and 50 Semester B. Typically this might consist of a study folder, project or report and include one formal academic essay. Reference should be made to the Module Guide for a more detailed description. Assessment rationale: All the coursework relating to this module is subject to assessment based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study. Full attendance is expected for taught sessions within the module, with poor attendance very likely to be reflected in low or failing grades.

Exam	Coursework	Practical
%	100%	%

Module name: Advanced Specialisms for 2D

Module code: 5CTA1122

Semester: A

Credits: 30

Module Aims:

Understand 2D production pipelines and the use of standard industry 2D software. Develop their personal skills and individual style in the creation of advanced 2D character animation. Gain an understanding and appreciation of 2D professional practices. Through sustained practice develop an understanding of the implementation of problem-solving techniques which underpin 2D animation.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of Key creative visual practices and aesthetic traditions in 2D digital animation (A1). Underlying principles and concepts of 2D digital animation (A2). Specialist skills, professional practices and production techniques in the field of study (A3). Successful students will typically: Be able to Exercise processes of observation and visualisation for 2D (B1). Work creatively and imaginatively, generating authentic, playful and original outcomes for 2D animation (B4). Analyse complex problems to formulate responses and solutions (B3). Produce ambitious work showing mastery of appropriate 2D software (C1). Manage time, deadlines and resources effectively, by drawing on planning and organisational skills (C2). Exercise critical self-evaluation, passion, and motivation in their discipline. (D1) Work independently developing the skills and appetite for learning (D3).

Module Content:

This module identifies and explores the key concerns and working practices of 2D digital animation. One of the most important areas for exploration is the understanding of character, personality and expression and how this is communicated in character animation through body language, movement and emotion. This module provides an opportunity for the student to enhance their level of expertise through a series of more advanced animation exercises. Other areas of key 2D animation activity could also be explored. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Students will gain experience and understanding of: The links between body language, movement and the expression of emotion. Techniques for solving character animation problems i.e. timing, line of action, squash and stretch, use of the dope sheet, keys and breakdowns, straight ahead versus pose to pose, overlap and follow through, weight, anticipation, acting, pose and body language. Further experience of figure drawing and key art skills. The students work is supported through studio practice, workshops and tutorials to gain further experience in the use of relevant software and produce a series of character based animations for use in the development of a professional show reel. There will be additional workshops for animal movement and design, and post production software to enhance 2D digital animation and life drawing studies to support animation.

Pre and Co requisites:

5CTA1035

Total hours: 300

Assessment:

The assessment will normally consist of a portfolio of short exercises for human and animal movement and illustration associated life drawing, and a portfolio of exercises for postproduction. The weightings could vary. Please see the Module Guide for details

Exam	Coursework	Practical
%	100%	%

Module name: Concept Art for 2D

Module code: 5CTA1123

Semester: A

Credits: 15

Module Aims:

Further develop their creative skills as part of the 2D preproduction process. Gain understanding of the 2D preproduction pipeline through creation of assets including thumbnails and storyboards with character and location design whilst considering shot composition, staging, establishing edit patterns, lighting and art direction. Gain knowledge and understanding of professional practices and employment patterns for the 2D digital animation industry. Develop imaginative or nonliteral solutions through sustained self-critical reflection.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of The cultural and ethical context of 2D animation in the creation of work for specific markets and audiences (A4). The underlying aesthetics and visual concepts for 2D animation (A1 A2). Specialist skills and professional practices in 2D animation (A3). Successful students will typically: Be able to Exercise processes of observation and visualisation to create imaginative and original 2D animation work (B1 B4). Use visual research from a range of sources (B2). Manage time and deadlines effectively while working independently (C2 D3). Present and pitch 2D animation ideas while communicating effectively (C5, D2). Respond flexibly to change and negotiation and reflect constructively on critical feedback (D4).

Module Content:

This module provides an opportunity for the students to develop their knowledge and understanding of preproduction processes. Concept art defines animation productions and underpins project creation. Through sustained development and decision making in the production of all the necessary pre-production design and artwork the student will enhance their expertise within the development of visual narratives. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The design process references the dominant cinematic storytelling languages and accepted conventions currently used in the production of animation film. The approach of this module is such that the students gain the opportunity to develop appropriate and imaginative concept ideas as solutions to the problems of their storytelling. They will work through a variety of design processes and produce a range of concept art. Cinematography and visual storytelling not only include such essential skills as character design, careful consideration of colour design, storyboarding and staging but also working within professional constraints. This requires working to a schedule and working co-operatively together. This module is in preparation for the full production of an achievable film in Semester B. Clear planning and consideration of issues of audience, market and cultural context is an essential part of this project.

Pre and Co requisites:

5CTA1017

Total hours: 150

Assessment:

The assessment will typically consist of a portfolio of exercises from each area studied and a short testing of understanding for cinematographic concepts such as camera placement and editing. Much of this will be work produced in class. Please see the module guide for more details. Assessment

Rationale: All the coursework relating to this module is subject to assessment based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study.

Exam	Coursework	Practical
%	100%	%

Animation: CTDANM-3DANMMA2S(3DANMMA2EX)/ 2DACDMA2D(2DACDMA2EX) 2D Pathway

Module name: Interactivity and Professional Practices for 2D

Module code: 5CTA1124

Semester: B

Credits: 15

Module Aims:

Develop the 2D software and design skills necessary to create interactive animated artefacts. Develop creative and original interactive animated artefacts for online and mobile delivery. Gain an understanding of the markets, audiences and opportunities for self-promotion that exist online. Produce further work in support of placement/employment such as a CV and personal branding.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of Key creative practices, principles and concepts of interactive digital media. A1, A2. Specialist skills and professional requirements for the production of work for online markets and audiences and the operation of the digital animation industries. A3, A4. Successful students will typically: Be able to Analyse a brief in order to develop a complex interactive response using appropriate digital media. B3. Work creatively and imaginatively in 2D for the generation of playful and original interactive outcomes. B4. Produce ambitious interactive work showing mastery of appropriate software and an understanding of online distribution and promotion. C1. Develop ideas through to resolved interactive outcomes that are appropriate in terms of their target audience and format of delivery. C3. Work independently while managing time and resources effectively. D3, C2

Module Content:

This module is about interaction with the commercial world and interactivity in general. It addresses important sites of commercial activity and professional practices. In preparation for level 6 studies and beyond, students will start thinking about professional practices, employment and the commercial environment. There are now a multitude of interactive digital platforms that make use of 2D animation, from smartphone apps and casual games to online advertising and animated eBooks. During the module students will explore the landscape of these new and emerging industries in appropriate creative and professional contexts. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Students will learn the scripting languages and design principles necessary to create playful and interactive animated artefacts. These artefacts will be specifically tailored towards delivery via a range of digital platforms such as the web, smartphones and tablet computers. Projects may involve simulated entrepreneurial activity, competition entry, live briefs and direct engagement with online audiences and communities. There will be a focus on the commercial environment and the importance of accurate research into clients, branding and audience relationships. Students will also be encouraged to reflect on their own career aspirations and prepare for employment in the digital animation industries. Topics such as employment patterns, the role of online self-promotion, CVs and responsibilities in the workplace will be addressed.

Pre and Co requisites:

5CTA1017

Total hours: 150

Assessment:

The assessment is holistic. Typically the work required to be submitted for assessment is an interactive artefact with accompanying supporting materials, delivered via a digital format. This would be the major submission for this module. Students would also submit a graphic portfolio for employment purposes that would typically consist of a CV, web presence, business card and self-branding elements. Please see the module guide for more details.Assessment is based on evidence from submitted coursework showing that the learning outcomes have beenmet to an appropriate standard. Students may also be required to undertake formative assessment tasks.

Exam	Coursework	Practical
%	100%	%

Game Art & Design Pathway
Module name: Moving Visions: perspectives on digital animation
Module code: 5CTA1070
Semester: AB

Credits: 30

Module Aims:
develop critical insight into a range of Digital Animation practices and debates and locate their own practice within a wider cultural context. understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice. extend their study and enquiry skills, evaluating sources and experiences. show self-reliance, taking responsibility for their own learning and development. develop skills in critical analysis which inform their discipline practice. communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:
Successful students will typically: have knowledge and understanding of: recent and contemporary Digital Animation practices and the cultural, commercial, professional and institutional forces that shape them. some of the histories, theories and critical issues and debates that inform recent and contemporary Digital Animation practice. some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their own practice. Successful students will typically: be able to: study in a self-reliant manner by setting goals, managing their own learning, coordinating workloads, attending scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study. develop further skills in critical analysis including an ability to identify appropriate questions for enquiry; formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others. manage the processes of enquiry using a variety of resources to gather material, evaluate sources and experiences, document findings and develop a line of reasoning supported by evidence. communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary and academic conventions of reference.

Module Content:
Building on learning in the Animated Thinking module at Level 4, Moving Visions further develops knowledge and critical understanding of the contemporary uses of animated forms. Requiring students to identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of the discipline area, the module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise Level 6 contextual study. A core series of 'catalyst' lectures and seminars introduces new critical, theoretical and contextual ideas, while supporting students in a reflective exploration of both the broad field of animation and their specific practices of 2D, 3D, Games Art or Visual Effects. Undertaking a detailed survey of traditions, locations, and perspectives, students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Building on learning in the Animated Thinking module at Level 4, Moving Visions further develops knowledge and critical understanding of the contemporary uses of animated forms. Requiring students to identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of the discipline area, the module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise Level 6 contextual study. A core series of 'catalyst' lectures and seminars introduces new critical, theoretical

and contextual ideas, while supporting students in a reflective exploration of both the broad field of animation and their specific practices of 2D, 3D, Games Art or Visual Effects. Undertaking a detailed survey of traditions, locations, and perspectives, students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form. Assessment is typically directed towards the submission of an extended study of a particular practitioner, genre, group, form, theme, theoretical perspective or cultural issue of relevance to animation practice and/or its cultural reception. Close attention is given to the analysis of ideas that specifically relate to students' own work and to their possible career trajectories. Work for assessment can be submitted in a variety of forms, with skills of enquiry being demonstrated through outcomes such as enquiry folders, research blogs or information maps (iMaps). Processes of analysis and argument are typically represented through essay-style approaches in written, visual, video or audio formats, or through short individual or group presentations. Typically, at least one assessment will take the form of a 20002500 word written academic essay.

Pre and Co requisites:
5MMF0019

Total hours: 300

Assessment:
Assessment Pattern: 50 Semester A and 50 Semester B. Typically this might consist of a study folder, project or report and include one formal academic essay. Reference should be made to the Module Guide for a more detailed description. Assessment rationale: All the coursework relating to this module is subject to assessment based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study. Full attendance is expected for taught sessions within the module, with poor attendance very likely to be reflected in low or failing grades.

Exam	Coursework	Practical
%	100%	%

Game Art & Design Pathway
Module name: Creative Project

Module code: 5CTA1118

Semester: B

Credits: 30

Module Aims:
Experience a simulation of an industry production in group or solo based work over a sustained period of development to realise a significant project. Consolidate and reflect upon their personal skills and aspirations regarding their future career in their chosen field. Further develop their ability to learn both independently and collectively, critically evaluate their work and the work of others, plan projects, time, resources and the management of group based activities. Further develop their awareness of the importance of the audience and their influence over the production in order to create artefacts that inform, entertain and delight.

Intended Learning Outcomes:
Successful students will typically: Have knowledge and understanding of Key creative visual practices and aesthetic traditions and their influence on the creation of time based media. A1 Specialist skills, professional practices and production techniques in the field of study. A3 The cultural and ethical contexts of animation: its markets and audiences and their requirements. A4 Successful students will typically: Be able to Exercise processes of observation and visualisation while employing convergent and divergent thinking to create imaginative, authentic, playful and original time based media. B1, B4 Analyse complex problems and formulate responses and creative solutions, demonstrating resourceful and entrepreneurial self-confidence, risk taking and decision making in unpredictable circumstances. B3, D5 Produce ambitious work that sustains the development of ideas to a final outcome while demonstrating mastery of appropriate software. C1, C3 Manage time, deadlines and resources effectively, by drawing on planning, leadership, collaboration and organisational skills while doing so in solo or group work. C2, C4 Communicate effectively by articulating, listening, negotiating while responding flexibly to change and considering feedback from peers or staff. D2, D4

Work independently developing the skills and appetite for learning, critical self evaluation, passion and motivation in their discipline. D1, D3

Module Content:
This module offers a period of sustained practice which consolidates and extends digital animation, visual effects and games art skills established and developed earlier in the course. It enables the student to see through the production cycle of a whole group project, or projects which may be used as part of locating or pinpointing their employment or professional aspirations. The project will usually be within a large group and could be a live project in collaboration with third-parties, work experience, faculty projects or combined projects with students on other years or on other programmes. The experience gained is then used to pinpoint and enter into a planning cycle for a potential small group project. This is a pre-production cycle in smaller groups that could be preparation for level 6 studies or used as a stand-alone pre-production unit. Use of live action footage as reference may be an important part of both projects which should also include attention to sound design. The use of motion capture should be considered for Games Art and Visual Effects. Anatomy studies accompanies this module, alongside film, games, and animation showings, and discussions and debates around digital issues inform and accompany this module. 11b. Further Details: (supporting Learning Outcomes, max 250 words) With this project the students will complete the entire production cycle of a project, which

allows them to experience all aspects of pre-production, production and post-production, integrating the skills needed at each stage and enabling an informed specialisation for level 6. The project will also focus the student on the importance of accurate research. It is delivered through workshops, milestones, presentations, seminars and could include shifting client demands including extensive re-direction and client simulations.

The projects may be live projects (completed either during on-site work experience, or realised within the University's facilities) or may be defined by the student or group of students through negotiation with staff. In all cases the staff team have to be satisfied that the project is likely to lead to a successful completion within the time and resources available and that its form, scope, content and ambition accord with and support the assessment requirements of the module. Those undertaking work experiences will have to submit a report underpinning the work carried out during placement.

The experience gained is then used to pinpoint and enter into a planning and research cycle for a potential small group project. This is a pre-production cycle in smaller groups that could be preparation for level 6 study or used as a stand-alone pre-production unit.

Pitching, presentation skills, client handling and 'dailies' for directors are an important part of the production cycle in digital animation and the skills needed for this are addressed within the student projects.

Use of live action footage as reference may be an important part of both projects which should also include attention to sound design. The use of motion capture should be considered for Games Art and Visual Effects projects.

The continued support for art skills that the programme provides are essential for industry and employment aspirations and include, amongst other subjects, dedicated anatomy studies.

The module will expand students' knowledge of related areas by including film, games, and animation showings, with discussions and debates around digital issues that inform and accompany this module.

Pre and Co requisites:
5CTA1034

Total hours: 300
Assessment:
The assessment will typically consist of one larger project such as an animated film or games level or visual effects piece. This will usually be produced in group and be of substantial content showing an understanding of the overall production process. There may be interim minor progress assessments and an art skills element that will be assessed as a Jpg or art portfolio.

Exam	Coursework	Practical
%	100%	%

Game Art & Design Pathway
Module name: Advanced Specialisms for Games
Module code: 5CTA1125
Semester: A

Credits: **30**

Module Aims:
Develop an understanding of real time artwork creation for games. Further develop an understanding of technical issues and restrictions of games art. Further develop an awareness of the importance of art and design research in the discipline.

Intended Learning Outcomes:
Successful students will typically: Have knowledge and understanding of Underlying principles and concepts of Games Art (A2). Specialist skills, professional practices and production techniques in Games Art and Design (A3). Successful students will typically: Be able to Exercise processes of observation and visualisation (B1). Analyse complex problems to formulate responses and solutions for Games Art and design (B3). Produce ambitious games work showing mastery of appropriate games art software (C1). Manage time, deadlines and resources effectively, by drawing on planning and organisational skills (C2). Work independently developing the skills and appetite for learning as well as passion and motivation in Games Art and Design (D3, D1). Able to work creatively and imaginatively in games art, generating authentic, playful and original outcomes (B4).

Module Content:
This module is concerned with advanced asset creation. Students learn some of the more detailed areas of modelling, texturing, lighting, and getting assets into the games engine for interactive world creation. The students may also pursue interests in animation or the more technical aspects of the discipline such as rigging and coding. This module mixes aesthetic art skills with the technical issues of real time content. 11b. Further Details: (supporting Learning Outcomes, max 250 words) This module advances concepts and skills approached at Level 4. It is concerned with advanced asset creation respecting the constraints of content creation for specific games engines and next generation consoles, as well as high end PC gaming. Students learn some of the more detailed areas of modelling, texturing, lighting and motion capture processes and clean-up. The students may pursue, as an additional elective, interests in character animation or the more technical aspects of the craft such as coding and rigging. This module mixes aesthetic art skills with the technical issues of real time content. The module includes art skills such as clay modelling from life and/or life drawing.

Pre and Co requisites:
5CTA1036

Total hours: 300
Assessment:
The assessment will typically consist of a portfolio of exercises from each area studied and an additional portfolio of exercises from the chosen elective and art skills practice. Much of this will be work produced in class. Please see the module guide for more details.

Exam	Coursework	Practical
%	100%	%

Game Art & Design Pathway
Module name: Games Design
Module code: 5CTA1126
Semester: A

Credits: 15

Module Aims:
Experience an industry-focused games pre-production process while creating their own videogame designs and concepts. Develop a critical vocabulary for videogame analysis and an awareness of cultural issues concerning the videogame industry. Further develop an understanding of how gameplay can be used to communicate ideas and evoke emotion. Further develop an awareness of the aesthetic languages used in videogames.

Intended Learning Outcomes:
Successful students will typically: Have knowledge and understanding of Key principles, creative practices and aesthetic traditions of videogame design. A1, A2. Pre-production techniques and professional practices of videogame design for identified markets and audiences. A3, A4. Successful students will typically: Be able to Develop videogame concepts and designs using processes of research, observation, visualisation, critical enquiry, analysis and synthesis. B1, B2. Work creatively and imaginatively in generating playful and original videogame concepts and designs. B4. Reflect constructively on critical feedback in the production of ambitious videogame concepts and designs. D4, C1. Communicate, present and pitch designs and concepts effectively. C5, D2. Work independently, while managing time and resources effectively. D3, C2.

Module Content:
The module explores and develops the student's understanding of the design and pre-production processes that are common to the videogames industry. It considers what makes a game successful, both as an interactive experience and an aesthetic one. It provides the students with a language of dialogue with which to analyse and assess games, particularly in regard to the use of film languages and cinematography within games. The module looks at existing games and analyses their design and gameplay in order to help prepare students for the creation of their own game concepts including character design and colour design. Students will present these concepts in a games design document in which they outline the content, gameplay, environment, storyline and characters of their proposed videogame. The visual aspect of the design process will follow traditional thinking about character and environment, with a grounding in colour studies used to underpin these areas. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The Games Design module explores and develops the student's understanding of the pre-production process. In leading students through a design process by which they develop their own videogame concept and level design, the module aims to introduce a language of dialogue with which to analyse and assess a game's success as both an interactive and aesthetic experience. The module takes an analytical approach, taking apart videogames and individual games levels and looking at genre and game aesthetics. Games from both the past and present are examined and considered in terms of the conceptual and practical processes of professional games design. It also looks at the languages used including the increasing use in the industry of the aesthetics of film and cinematography. Analysis may include issues of the spectacular, representation, stereotypes, gender and cultural differences, identity and ideology, immersion psychologies, audience, markets and industrial issues and histories. In addition to helping students develop a critical vocabulary for game analysis, the module introduces a number of key conceptual

and practical processes of professional game and level design and concepts including character design and colour design. The module takes the student through necessary techniques in a series of practical exercises underpinned by a body of historical and current practices that will be addressed in lectures. The design work students carry out during the module can later form the basis for a major games production project in Semester B.

Pre and Co requisites:
5CTA1017

Total hours: 150

Assessment:
The assessment is holistic. Typically the work required to be submitted for assessment are videogame concepts and design documents, delivered via a digital format. Assessment is based on evidence from submitted coursework showing that the learning outcomes have been met to an appropriate standard. Students may also be required to undertake formative assessment tasks.

Exam	Coursework	Practical
%	100%	%

Game Art & Design Pathway

Module name: Interactivity and Professional Practices for Games

Module code: 5CTA1127

Semester: B

Credits: 15

Module Aims:

Understand Games Art studio and professional practices and employment patterns. Prepare Games employment material such as CVs and websites for the Games industry. Experience professional games production pipelines and processes for the creation of interactive game projects.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of Key creative visual practices and aesthetic traditions for interactive gameplay, the cultural and ethical contexts of games; its markets and audiences (A1, A4). Specialist skills and production techniques in games art (A3). The professional requirements for entry into the games industry (A4). Successful students will typically: Be able to Analyse complex problems to formulate responses and solutions in games art (B3). Produce ambitious work showing mastery of appropriate games software (C1). Manage time, deadlines and resources effectively, by drawing on planning and organisational skills while working in group or team (C2). Sustain the development of games ideas through to a resolved outcome, engaging with audiences and respecting appropriate digital and game standards (C3).

Module Content:

Interactive gameplay and level creation are engaged with in this module. This involves scripting directly in the game engine and building levels as a group activity. This is a complex activity and will be supported by lectures and workshops. Students will usually work in groups. Employment preparation and issues and studio practices will also be engaged with in this module in preparation for Level 6. 11b. Further Details: (supporting Learning Outcomes, max 250 words) In Games Art scripting and interactivity are an essential part of production, gaming, employment patterns and commercial activity. This involves scripting directly in the game engine and building levels as a group activity. This is a complex activity and will be supported by lectures and workshops. Students will usually work in groups. During Semester B there will be a reflection on the games process and this module also looks towards the world of work in which a student's career aspirations may be realised and begins the process of preparing for employment in digital animation industries. Topics such as employment patterns, the role a personal web presence plays in this, CVs and responsibilities in the workplace may be addressed, as well as copyright issues. Students will explore the professional environment and produce a self branding in preparation for potential summer work experience and for Level 6.

Pre and Co requisites:

5CTA1017

Total hours: 150

Assessment:

Assessment Pattern: Typically this might consist of an interactive level and an in-lab simulated practical skills work assignment. Students would also submit a graphic portfolio for employment purposes that would typically consist of a CV, web presence, business card and self-branding elements. Assessment Rationale: All the coursework relating to this module is subject to assessment

based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study.

Full attendance is expected for taught sessions within the module, with poor attendance very likely to be reflected in low or failing grades

Exam	Coursework	Practical
%	100%	%

Module name: Moving Visions: perspectives on digital animation

Module code: 5CTA1070

Semester: AB

Credits: 30

Module Aims:

develop critical insight into a range of Digital Animation practices and debates and locate their own practice within a wider cultural context. understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice. extend their study and enquiry skills, evaluating sources and experiences. show self-reliance, taking responsibility for their own learning and development. develop skills in critical analysis which inform their discipline practice. communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically: have knowledge and understanding of: recent and contemporary Digital Animation practices and the cultural, commercial, professional and institutional forces that shape them. some of the histories, theories and critical issues and debates that inform recent and contemporary Digital Animation practice. some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their own practice. Successful students will typically: be able to: study in a self-reliant manner by setting goals, managing their own learning, coordinating workloads, attending scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study. develop further skills in critical analysis including an ability to identify appropriate questions for enquiry; formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others. manage the processes of enquiry using a variety of resources to gather material, evaluate sources and experiences, document findings and develop a line of reasoning supported by evidence. communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary and academic conventions of reference.

Module Content:

Building on learning in the Animated Thinking module at Level 4, Moving Visions further develops knowledge and critical understanding of the contemporary uses of animated forms. Requiring students to identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of the discipline area, the module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise Level 6 contextual study. A core series of 'catalyst' lectures and seminars introduces new critical, theoretical and contextual ideas, while supporting students in a reflective exploration of both the broad field of animation and their specific practices of 2D, 3D, Games Art or Visual Effects. Undertaking a detailed survey of traditions, locations, and perspectives, students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Building on learning in the Animated Thinking module at Level 4, Moving Visions further develops knowledge and critical understanding of the contemporary uses of animated forms. Requiring students to identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of the discipline area, the module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise Level 6 contextual study. A core series of 'catalyst' lectures and seminars introduces new critical, theoretical

and contextual ideas, while supporting students in a reflective exploration of both the broad field of animation and their specific practices of 2D, 3D, Games Art or Visual Effects. Undertaking a detailed survey of traditions, locations, and perspectives, students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form. Assessment is typically directed towards the submission of an extended study of a particular practitioner, genre, group, form, theme, theoretical perspective or cultural issue of relevance to animation practice and/or its cultural reception. Close attention is given to the analysis of ideas that specifically relate to students' own work and to their possible career trajectories. Work for assessment can be submitted in a variety of forms, with skills of enquiry being demonstrated through outcomes such as enquiry folders, research blogs or information maps (iMaps). Processes of analysis and argument are typically represented through essay-style approaches in written, visual, video or audio formats, or through short individual or group presentations. Typically, at least one assessment will take the form of a 20002500 word written academic essay.

Pre and Co requisites:
5MMF0019

Total hours: 300

Assessment:

Assessment Pattern: 50 Semester A and 50 Semester B. Typically this might consist of a study folder, project or report and include one formal academic essay. Reference should be made to the Module Guide for a more detailed description. Assessment rationale: All the coursework relating to this module is subject to assessment based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study. Full attendance is expected for taught sessions within the module, with poor attendance very likely to be reflected in low or failing grades.

Exam	Coursework	Practical
%	100%	%

Visual Effects Pathway
Module name: Creative Project

Module code: 5CTA1118

Semester: B

Credits: 30

Module Aims:

Experience a simulation of an industry production in group or solo based work over a sustained period of development to realise a significant project. Consolidate and reflect upon their personal skills and aspirations regarding their future career in their chosen field. Further develop their ability to learn both independently and collectively, critically evaluate their work and the work of others, plan projects, time, resources and the management of group based activities. Further develop their awareness of the importance of the audience and their influence over the production in order to create artefacts that inform, entertain and delight.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of Key creative visual practices and aesthetic traditions and their influence on the creation of time based media. A1 Specialist skills, professional practices and production techniques in the field of study. A3 The cultural and ethical contexts of animation: its markets and audiences and their requirements. A4 Successful students will typically: Be able to Exercise processes of observation and visualisation while employing convergent and divergent thinking to create imaginative, authentic, playful and original time based media. B1, B4 Analyse complex problems and formulate responses and creative solutions, demonstrating resourceful and entrepreneurial self-confidence, risk taking and decision making in unpredictable circumstances. B3, D5 Produce ambitious work that sustains the development of ideas to a final outcome while demonstrating mastery of appropriate software. C1, C3 Manage time, deadlines and resources effectively, by drawing on planning, leadership, collaboration and organisational skills while doing so in solo or group work. C2, C4 Communicate effectively by articulating, listening, negotiating while responding flexibly to change and considering feedback from peers or staff. D2, D4

Work independently developing the skills and appetite for learning, critical self evaluation, passion and motivation in their discipline. D1, D3

Module Content:

This module offers a period of sustained practice which consolidates and extends digital animation, visual effects and games art skills established and developed earlier in the course. It enables the student to see through the production cycle of a whole group project, or projects which may be used as part of locating or pinpointing their employment or professional aspirations. The project will usually be within a large group and could be a live project in collaboration with third-parties, work experience, faculty projects or combined projects with students on other years or on other programmes. The experience gained is then used to pinpoint and enter into a planning cycle for a potential small group project. This is a pre-production cycle in smaller groups that could be preparation for level 6 studies or used as a stand-alone pre-production unit. Use of live action footage as reference may be an important part of both projects which should also include attention to sound design. The use of motion capture should be considered for Games Art and Visual Effects. Anatomy studies accompanies this module, alongside film, games, and animation showings, and discussions and debates around digital issues inform and accompany this module. 11b. Further Details: (supporting Learning Outcomes, max 250 words) With this project the students will complete the entire production cycle of a project, which

allows them to experience all aspects of pre-production, production and post-production, integrating the skills needed at each stage and enabling an informed specialisation for level 6. The project will also focus the student on the importance of accurate research. It is delivered through workshops, milestones, presentations, seminars and could include shifting client demands including extensive re-direction and client simulations.

The projects may be live projects (completed either during on-site work experience, or realised within the University's facilities) or may be defined by the student or group of students through negotiation with staff. In all cases the staff team have to be satisfied that the project is likely to lead to a successful completion within the time and resources available and that its form, scope, content and ambition accord with and support the assessment requirements of the module. Those undertaking work experiences will have to submit a report underpinning the work carried out during placement.

The experience gained is then used to pinpoint and enter into a planning and research cycle for a potential small group project. This is a pre-production cycle in smaller groups that could be preparation for level 6 study or used as a stand-alone pre-production unit.

Pitching, presentation skills, client handling and 'dailies' for directors are an important part of the production cycle in digital animation and the skills needed for this are addressed within the student projects.

Use of live action footage as reference may be an important part of both projects which should also include attention to sound design. The use of motion capture should be considered for Games Art and Visual Effects projects.

The continued support for art skills that the programme provides are essential for industry and employment aspirations and include, amongst other subjects, dedicated anatomy studies.

The module will expand students' knowledge of related areas by including film, games, and animation

showings, with discussions and debates around digital issues that inform and accompany this module.

Pre and Co requisites:
5CTA1034

Total hours: 300
Assessment:
The assessment will typically consist of one larger project such as an animated film or games level or visual effects piece. This will usually be produced in group and be of substantial content showing an understanding of the overall production process. There may be interim minor progress assessments and an art skills element that will be assessed as a Jpg or art portfolio.

Exam	Coursework	Practical
%	100%	%

Visual Effects Pathway
Module name: Advanced Specialisms for VFX
Module code: 5CTA1128
Semester: A

Credits: 30

Module Aims:
Develop awareness of current visual effects industry practices and research in visual effects. Further develop the use of current visual effects techniques. Further develop generalist 3D and art skills relevant to practices in the visual effects industry.

Intended Learning Outcomes:
Successful students will typically: Have knowledge and understanding of Underlying principles and concepts of Visual Effects (A2). Specialist skills, professional practices and production techniques in Visual Effects (A3). Successful students will typically: Be able to Exercise processes of observation and visualisation in the creation of visual effects pieces (B1). Work creatively and imaginatively, generating authentic, playful and original visual effects outcomes (B4). Produce ambitious work showing mastery of appropriate visual effects skills (C1). Manage time, deadlines and resources effectively (C2). Work independently developing visual effects skills, showing passion and appetite for learning (D3).

Module Content:
This module addresses both core visual effects practices (one of the most technically challenging areas where art and cutting edge computing meet), and extending skills in digital asset creation areas and key art skills. The student may also pursue interests in such things as organic modelling or the more technical side of visual effects such as rigging and coding within the module. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Through a combination of lectures and workshops, this module advances concepts approached in Level 4 modules some of which could be elective choices for students with varying interests. It will cover a wide range of seamless visual effects techniques through the creation of a visual effects portfolio. The module typically covers the following topics: -Integration of assets into provided live action; Asset creation including advanced photo real modelling in packages such as Maya, z-brush; The pipeline with traditional 3D packages and compositing packages; Organic and creature modelling, hard surface and set extensions, and photo real texturing; Seamless integration into live action plates; Match moving, rotoscoping; Green screen and body compositing, and match lighting including HDRI. It will also extend key art skills that are relevant to current visual effects practices such as photographic practices.

Pre and Co requisites:
5CTA1015

Total hours: 300
Assessment:
The assessment will typically consist of a portfolio of exercises from each area studied and an additional portfolio of exercises from any chosen elective and art skills practice. Much of this will be work produced in class. Please see the module guide for more details.

Exam	Coursework	Practical
%	100%	%

Module name: Digital Cinematography for VFX

Module code: 5CTA1129

Semester: A

Credits: 15

Module Aims:
Develop an understanding of the aesthetic context and design of digital cinematography and how it relates to visual effects. Develop technical knowledge of lighting, compositing and rendering practices for Visual Effects . Gain an understanding of professional visual effects studio working practices and pipelines. Encourage imaginative and creative responses to briefs.

Intended Learning Outcomes:
Successful students will typically: Have knowledge and understanding of Key creative visual practices and aesthetic traditions in the field of visual effects. A1 Underlying principles and concepts of visual effects. A2 Specialist skills, professional practices and production techniques in visual effects. A3 Successful students will typically: Be able to Analyse complex problems in order to formulate responses and solutions to issues in visual effects. B3 Produce ambitious visual effects work showing mastery of appropriate software. C1 Manage time, deadlines and resources effectively, by drawing on planning and organisational skills. C2 Exercise critical self-evaluation, passion, and motivation in visual effects. D1

Module Content:
This module concerns itself with simulating film practices digitally to create invisible effects, which is the core work in the visual effects industry. The module covers concepts including HDRI lighting and analysing on set data for recreation in software to aid with greater levels of photorealism, photographic practices including technical and creative uses of cameras and on film set procedures and skills. Digital lighting, lighting theory and the rendering of images are looked at in detail, considering the technical and aesthetic requirements of the area. Compositing is taught as an essential means of simulating film practices from integration of CG elements with film, depth of field, motion blur, colour grading, matte painting and set extension. The module explores and develops the student's understanding of the use of film languages, the simulation of photorealism and use of post-production in visual effects. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The current standards of the visual effects industry demands technical skills and the understanding of film languages as a benchmark for digital practices. Cinematography includes essential skills for digital filmmakers such as editing, compositing, mise-en-scene, lighting, colour, camera work and composition that all potential animators must acknowledge and master. The module takes the student through the necessary techniques in a series of practical exercises underpinned by a body of historical and current practices that will be addressed in lectures. The module will be informed by current debate around the constructed image. The post-production process is a necessary part of all future modules and is addressed here in depth.

Pre and Co requisites:
5CTA1017

Total hours: 150

Assessment:

The Assessment will typically consist of a portfolio of exercises or images for each element and a short test of understanding of cinematographic practices such as camera movement, editing, use of lenses, and lighting. Assessment rationale: All the coursework relating to this module is subject to assessment based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study.

Full attendance is expected for taught sessions within the module, with poor attendance very likely to be reflected in low or failing grades

Exam	Coursework	Practical
%	100%	%

Visual Effects Pathway

Module name: VFX Professional Practices

Module code: 5CTA1130

Semester: B

Credits: 15

Module Aims:

Understand visual effects studios and professional practices and employment patterns. Prepare employment material such as CVs and websites for the visual effects industry. Experience professional visual effects production pipelines and processes through live visual effects projects.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of Creative Aesthetics and underlying principles of Visual Effects (A1, A2). Specialist skills, pipelines and production techniques in visual effects (A3). The professional requirements, markets and audiences for visual effects industry (A4). Successful students will typically: Be able to Produce ambitious work showing mastery of appropriate software respecting appropriate broadcast and digital standards (C1, C3). Manage time and deadlines by drawing on planning and organisational skills (C2). Show passion and motivation for visual effects by exercising the skills for independent learning (D1 D3). Respond flexibly to change and negotiation and reflect constructively on critical feedback while communicating effectively (D4, D2). Show resourceful and entrepreneurial self-confidence, take risks, solve problems and make decisions in unpredictable circumstances for visual effects projects (D5, B3).

Module Content:

The visual effects students engage in a series of live projects set up with companies. The work is completed in the university environment with a mix of professional and university tutors. This includes visits to companies and direct feedback from those companies. Employment patterns demand knowledge of this production pipeline and of current practice. This leads on to identifying employment aspirations and placement within studio practices and pipelines and the creation of a self branding and CV in preparation for potential work experience between Level 5 and 6, and Level 6 study. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The visual effects students will engage with a series of live projects with companies. Visits to the company and tutoring from both university staff and professionals will simulate real world environments. The work is underpinned by lectures and workshops on pipeline, camera matching, and other techniques. This takes Semester A learning into the professional environment. This module also looks towards the way in which a student's career aspirations may be realised and begins the process of preparing for employment in digital animation industries. Topics such as employment patterns, the role a personal web presence plays in this, CVs and responsibilities in the workplace may be addressed.

Pre and Co requisites:

5CTA1017

Total hours: 150

Assessment:

Assessment Pattern: Typically this might consist of a portfolio of exercises and an in-lab simulated practical skills work assignment as well as an employment package such as CV and self-branding elements. Reference should be made to the Module Guide for a more detailed description.
Assessment Rationale: All the coursework relating to this module is subject to assessment based on

the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study. Full attendance is expected for taught sessions within the module, with poor attendance very likely to be reflected in low or failing grades

Exam	Coursework	Practical
%	100%	%

Visual Effects Pathway

Module name: Professional Development 1

Module code: 5CTA1104

Semester: B

Credits: 15

Module Aims:

Provide students with an understanding of the operation of the film and television industries, their global scope, business practices, markets and audiences. Develop a range of personal and entrepreneurial skills, which equip students to respond to current and future career challenges. Develop the skills and confidence to communicate effectively to audiences in oral, written and audiovisual forms. Develop research and critical evaluation skills.

Intended Learning Outcomes:

Successful students will typically: Acquire knowledge of the operation of the film and television industries, their global scope, business practices, audiences and patterns of consumption. Successful students will typically: Be able to Utilise a range of research and critical evaluation skills, frame appropriate questions and draw conclusions. Competently retrieve information from a range of sources and use digital technologies to present texts and images. Present and communicate effectively to a range of audiences in oral, written and audio visual forms.

Module Content:

A series of lectures, workshops, seminars and tutorials designed to develop students' awareness of the media marketplace. The module covers a range of topics including the impacts of media globalisation, the role of niche markets, film and television finance and business models, co-production, marketing and distribution. Coursework includes an analysis of a production company and planning a marketing campaign. Alternatively, students may undertake a faculty work experience instead of this module, subject to agreement with the Programme Tutor. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Typically the module will cover the following topics: Media Markets: An overview of the media marketplace Convergent technologies in IPTV, D-cinema, 4G mobile telephony, Games Globalisation and trans-national and niche markets Film finance and national policies for tax & soft funding TV finance and commissioning considerations and processes Co-production and competition in Europe and beyond Sales, distribution and exhibition Media marketing and advertising Small independents in the media marketplace

Pre and Co requisites:

5MMF0033

Total hours: 150

Assessment:

The module will normally consist of 2 assessments, consisting of a presentation exercise (weighted 50) on a production company and an individual written business plan (weighted 50). The assessments will test a selection of the module's LOs, in which case, the student will need to pass both of the assessment to pass the module.

Exam	Coursework	Practical
%	100%	%

Visual Effects Pathway

Module name: Cultures and Aesthetics (C&CS)

Module code: 5CTA1072

Semester: AB

Credits: 30

Module Aims:

Develop critical insight into a range of Film and Television practices and debates and locate their own practice within a wider cultural context. Understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice. Extend their study and enquiry skills, evaluating sources and experiences. Show self-reliance, taking responsibility for their own learning and development. Develop skills in critical analysis which inform their discipline practice. Communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically: have knowledge and understanding of: Recent and contemporary Film and Television practices and the cultural, commercial, professional and institutional forces that shape them. Some of the histories, theories and critical issues and debates that inform recent and contemporary Film and Television practices. Some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their own practice. Successful students will typically: be able to: Study in a self-reliant manner by setting goals, managing their own learning, coordinating workloads, attending scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study. Develop further skills in critical analysis including an ability to identify appropriate questions for enquiry; formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others.

Manage the processes of enquiry using a variety of resources to gather material, evaluate sources and experiences, document findings and develop a line of reasoning supported by evidence.

Communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary and academic conventions of reference.

Module Content:

This module aims to encourage students to see contextual studies as a vital tool to develop well-informed and innovative production practice in Film and Television. A programme of lectures, seminars, tutorials and screenings provides students with the opportunity to encounter a wide range of international film and television programmes and a selection of media theories, debates and critical perspectives to interrogate them. The module will focus on developing student's understanding of how critical and cultural debates impact upon media aesthetics. To complement discipline-specific studies, this module aims to provide students with a repertoire of study skills of research and enquiry, skills in visual and critical analysis of both artefacts and ideas and communications skills in written and verbal forms including the protocols of academic reference. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The broad aim of this module is to encourage students to see contextual studies as a vital tool to develop wellinformed and innovative production practice in Film and Television. A programme of lectures, seminars, tutorials, screenings and learning support materials on

Studynet provide students with the opportunity to encounter a wide range of international film and television programmes and a selection of media theories and debates which will contribute to an informed understanding and analysis of media artefacts. The module will focus on developing student's understanding of critical and cultural debates in relation to the aesthetics of student's specific pathways. Students will be encouraged to use their developing knowledge and understanding to reflect critically upon their own work and to locate their own production practice within contemporary contexts. To complement discipline-specific studies, this module aims to provide students with a repertoire of study skills including the processes of enquiry and research, skills in visual and critical analysis of both artefacts and ideas and communications skills in written and verbal forms including the protocols of academic reference.

Pre and Co requisites:
None

Total hours: 300

Assessment:
This module is assessed by 100 coursework. Assessment Pattern: 40 Semester A and 60 Semester B. Typically this might consist of a study folder, project, report or close textual analysis and will include one formal academic essay. Reference should be made to the Module Guide for a more detailed description. Assessment rationale: All the coursework relating to this module is subject to assessment based on the fulfilment of the Module Aims, as shown by the student's ability to demonstrate the Learning Outcomes appropriate to this level of study. The student need not pass all assignments to complete the module, as their performance across both assignments will be aggregated to determine the overall module grade. An accumulated grade of at least 40 across the module is required to pass. Full attendance is expected to all lectures.

Exam	Coursework	Practical
%	100%	%

Visual Effects Pathway

Module name: Pre-Production and Production

Module code: 5CTA1106

Semester: AB

Credits: 45

Module Aims:

Realise more sustained creative work across different genres of film and television production, including factual, entertainment and drama. Acquire enhanced knowledge and understanding of key processes and practices relevant to production. Continue to develop skills to work professionally in film and television production and contribute as part of a team. Acquire knowledge and understanding of planning and budgetary concerns and methods for film and television pre-production.

Intended Learning Outcomes:

Successful students will typically: Demonstrate knowledge of production processes, professional practices and technologies of the film and television industries in the field of production. Demonstrate awareness of a range of production styles and techniques through a selection of key works of film and television production. Demonstrate awareness of ethics when working with and filming external contributors. Successful students will typically: Demonstrate the effective use of idea, story and narrative development and script generation processes. Display competence in the operational aspects of pre-production in regard to planning and production management. Utilise research and writing skills to present and communicate effectively to a range of audiences. Work within a team and negotiate and pursue goals. Display competence in operational aspects of some of the technologies, systems and techniques of production. Manage production time and resources effectively, by drawing on planning and organisational skills.Consider and evaluate their own work in a reflexive manner, with reference to other productions.

Module Content:

This module enhances the students' understanding of pre-production and production in factual, drama and entertainment programming – offering crossover into both factual entertainment and docu-drama productions too. Students typically investigate strategies for planning, for producing and directing in drama and working with actors. Students consider the applications of production design, locations, wardrobe and make-up. Factual production typically investigates strategies for producing and directing documentary and current affairs projects, selecting participants and interviewees and the integration of archive material. Students are introduced to the requirements of docudrama and re-enactment requiring casting, production design, wardrobe and make-up. Entertainment typically investigates strategies for producing and directing both factual entertainment programmes and studio-based projects. Typically they will work on formats, acquiring presenters and contributors and production design for studio sets. Students undertake coursework assignments in the role of director, producer and writer, as well as in technical roles as team members. 11b. Further Details: (supporting Learning Outcomes, max 250 words) This module develops students' knowledge of the techniques of digital filmmaking, through pre-production planning, production and directing. This module is delivered via a combination of lectures, seminars, tutorials, workshops and practical assignments. Students typically examine the development process for a project, assess treatments and scripts and develop their understanding of structure and the role of genre, narrative, character, presenters, actors and contributors and audiences.Students typically encounter the following topics:

Directing a documentary/entertainment/fiction production: working with actors, managing participants, interviewees, presenters, contributors and other talent.

Directing in the studio and on location.

Docudrama & re-enactmentcasting, production design, wardrobe, make-up.

The role of production design, location design, wardrobe and make-up.

Planning and integrating Visual Effects and CGI.

TV Studio broadcast technology.

Students undertake coursework assignments in groups taking on the roles required for location and studio production, including directing, producing and technical roles. Each team member has a contribution to each assignment and roles and team members are rotated so that students gain experience of authorial and technical roles.

The programme tutors approve each project before production commences. Students are allocated equipment and editing resources by the tutor.

Students are required to apply a professional approach to equipment and Studio use and health and safety practices, as well as when representing the University when working with external contributors and actors.

Pre and Co requisites:
5CTA1026 5CTA1050

Total hours: 450

Assessment:
The module will normally consist of 4 assessments, consisting of 3 group films including production paperwork worth 25 each and completion of a personal portfolio worth 25. An aggregated mark of 40 is needed to pass the module, which must include a pass (40 or above) for the portfolio assignment as well as a pass (40 or above) in at least one film project. ACTIVITIES: Typically this will include guest speakers, visits to studio shows, tours of broadcast studios such as Elstree and film festivals.

Exam	Coursework	Practical
%	100%	%

Visual Effects Pathway
Module name: Cinematic Craft Skills
Module code: 5CTA1148

Semester: AB

Credits: 30

Module Aims:
Gain greater knowledge and ability in the fields of camera operation, sound recording and/or post-production techniques. Introduce students to grips advanced specialist equipment in either post-production or location shooting. Acquire enhanced knowledge of studio recording techniques and operation. Acquire intermediate knowledge of a range of lighting styles or colour grading skills. Acquire more advanced knowledge of sound recording techniques for studio and location scenes or sound post-production mixing techniques.

Intended Learning Outcomes:
Successful students will typically: Realise more sustained creative work across different genres of film and television production, including factual, entertainment and drama programming. Acquire enhanced knowledge and understanding of key processes and practices relevant to camera operation, lighting and sound recording. Continue to develop skills to work professionally in film and television production and contribute as part of a team. Acquire knowledge and understanding of lighting styles for both film and television production, on location and in studio environments. Successful students will typically: Display competence in operational aspects of some of the technologies, systems and techniques of production or post-production. Demonstrate the effective manipulation of sound and image. Realise more sustained creative work in the field of production. Participate in essential team roles within different formats and types of production in both film and television environments.

Module Content:
This module enhances the students' understanding of cinematic technical arts in factual, drama and entertainment programming. Students have the opportunity to major in at least one of the craft skills ranging from cinematography, sound design, picture post-production and sound mixing. Students typically learn the practical techniques for using more advanced camera and lighting techniques, grip equipment such as dollies and cranes, fiction sound recording and mixing; while in the studio, they will work on more advanced skills in studio operations, lighting, sound and grip equipment, actual and virtual sets. Different lighting styles and techniques and the use of lenses and cinematography will be taught. In the post-production lab students will develop knowledge in colour grading, asset management and advanced post-production techniques. 11b. Further Details: (supporting Learning Outcomes, max 250 words) This module further develops students' advanced knowledge of the practical techniques of cinematic craft skills. Students become specialists in their choice of technical roles. This module is delivered via a combination of workshops, seminars, tutorials and practical assignments. Students are typically introduced to a wider variety of cameras, recording formats, lenses, lighting and post-production equipment. More advanced studio and field sound recording techniques are also taught, for factual and drama formats. Students undertake coursework assignments in groups taking on the roles required for location and studio production. Each team member has a contribution to each assignment and roles and team members are rotated so that students gain experience of a range of different job descriptions within their specialism. The programme tutors approve each project before production commences. Students are allocated equipment and editing resources by the tutor. Students are required to apply a professional approach

to equipment and Studio use and health and safety practices, as well as when representing the University when working with external contributors and actors.

Pre and Co requisites:
5CTA1105

Total hours: 300

Assessment:
This module will normally contain two assignments. The first is typically an advanced picture technical competency test worth 50. The second would typically be audio based, demonstrating an understanding the role of sound and mixing in filmmaking. The assessments will test a selection of the module's LOs, in which case, the student will need to pass both of the assessment to pass the module.

Exam	Coursework	Practical
%	100%	%

Digital Media Design: CTDMD – DMD2S

Module name: Connections and Perspectives I : Exploring Creative Media and Digital Cultures

Module code: 5CTA1157

Semester: A

Credits: 15

Module Aims:

Further develop critical insight into a range of contemporary media practices, artefacts and debates and locate their own practice within a wider cultural context. Understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary media and other related practices, including their own. Understand their practice as a means of generating cultural products that relate to diverse disciplines, such as science, philosophy, sociology, architecture, law, psychology, etc. Expand their understanding of the social, ethical and cultural implications of new technologies. Extend their study and enquiry skills. Show self-reliance, increasing responsibility for their own learning and development. Communicate ideas clearly and with precision in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of: Histories, theories and critical issues related to communication and media technologies that inform recent and contemporary media practices and how these can be examined through the lens of technological change; Some of the ways in which critical and cultural texts can be used as a tool to interrogate and develop their own practice; The role of communication systems and modes of representation in the development and ordering of social systems and cultural formations. Successful students will typically: Be able to: Identify how different social groups engage with forms of communication, media and culture; UNIVERSITY OF HERTFORDSHIRE Published (visible) 11-FEB-19 16:12 Page 2 of 3 Undertake research drawing upon ideas from diverse conceptual frameworks within a defined area of their discipline and evaluating sources appropriately; Develop further skills in critical analysis including an ability to identify appropriate questions for enquiry; engage with the debates that emerge within the fields of communication, media, film and cultural studies and identify the social and political implications of the critical views of others; Communicate and develop arguments effectively in written or other forms and in a variety of media with due consideration for register, vocabulary and academic conventions of reference;

Module Content:

Building on the learning from the Media in Mind module at Level 4, Connections and Perspectives I further develops knowledge and critical understanding of the contemporary uses of interactive and related media forms, as well as the contexts in which they operate. Support materials and activities introduce new critical, theoretical and contextual ideas, while supporting students in their own exploration of how societies and cultures are mediated through technology. The module becomes a catalyst for their studio practice to embrace narratives that spark discussions in the broader media contexts. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The module is structured around a core series of lectures and seminars that enable students to further develop their knowledge and understanding of diverse aspects of contemporary media and its precursor traditions. At the same time, they are challenged to consolidate and extend their academic study and enquiry skills. Focus is placed on refining the research processes that are deployed (e.g. development of iMaps,

evaluation of sources) and the formulation of new questions for enquiry that might emerge from these processes. Connections and Perspectives is structured as two distinct modules (C&P I, C&P II) which are delivered in parallel with other modules in Semester A and Semester B. Typically, the content of the two Connections and Perspectives modules is connected directly to the content of the parallel modules, aiming to establish the contextual framework for the student's practical work.

Assessment is usually directed towards the submission of an extended study of a particular topic relevant to contemporary media practices and emergent technologies. Close attention is given to the analysis of ideas that specifically relate to students' own work and to their possible career aspirations.

Typically, part of the assessment takes the form of a literature review on a chosen topic of study.

Pre and Co requisites:
5CTA1078

Total hours: 150
Assessment:
The assessment within this module will normally involve a 500-word proposal requiring students to demonstrate how well they have assimilated the disciplines and principles covered. This assignment weights 100 of the module.

Exam	Coursework	Practical
%	100%	%

Digital Media Design: CTDMD – DMD2S

Module name: Teamwork Practices

Module code: 5CTA1152

Semester: A

Credits: 30

Module Aims:

Further develop a body of skills, practices and understanding that enables effective contribution to collaborative group work of the kind typically found in interactive media projects. Further develop through sustained practice a body of skills and knowledge used to create interactive media artefacts in the multimedia industries. Consolidate and develop understandings of and practice in the design methodologies by which projects develop and are realised in the media industries. Consolidate and further develop a body of practices, ideas and vocabularies that enable the critical evaluation of multimedia artefacts in terms of their aesthetic, affective and technical qualities. Further develop a range of information handling and communication skills including the location and evaluation of materials, the use of spoken and written modes, listening skills, visual presentations and contribution to debate and discussion.

Intended Learning Outcomes:

Successful students will typically: Have knowledge and understanding of: Putting in practices and processes of digital media design such as enquiry, planning, realisation and evaluation; Using the roles of communication systems and the way in which they organise understandings, meanings and affects. Successful students will typically: Be able to: Work effectively within a group. Communicate effectively in a number of modes and media using an appropriate register and form for a given situation. Deploy and use processes for the instigation, development and implementation of projects which reflect those used in the media industries.

Contribute effectively to the development of projects and the realisation of ideas using appropriate design methodologies and digital media processes.

Locate, evaluate and make use of information and material from diverse sources including issues of Intellectual Property Rights.

Module Content:

Few people involved in the creation of Multimedia artefacts work on their ow n, more usually mixed-discipline groups are involved in the development of ideas and in the realisation of the artefacts. The effective working of such groups requires team working abilities and skills and an understanding of such things as leadership and membership roles, interpersonal dynamics and shared objectives. This module requires that students develop the skills and practices needed to contribute effectively to shared enterprises either through teamwork or through working with clients. Teamwork projects enable students to develop those skills and furthermore reflect upon them. 11b. Further Details: (supporting Learning Outcomes, max 250 words) This module emphasises aspects of collaborative team working through shared enterprise centered on the design of Multimedia artefacts. During the first phase of the module, students undergo a 'thought design' project requiring a speculative exploration of ideas and group work. The students are then presented with an outline brief and are required to develop ideas and present them as if to a client, before moving on to realise an interactive media artefact. In this project students take 'specialist' roles within the group which enable them to take further and in greater depth particular skills such as coding interactive media, 3D modelling, 2D

content creation and animation, sound which they themselves have identified as important for their future career aspirations.

Pre and Co requisites:
5MMF0044

Total hours: 300

Assessment:
Assessment within this module will typically involve two pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The two assessments are weighted 30 and 70, and the student is expected to pass the module taking the total as an aggregate.

Exam	Coursework	Practical
%	100%	%

Digital Media Design: CTDMD – DMD2S
Module name: Mobile and Web Application Design
Module code: 5CTA1154
Semester: A

Credits: 15

Module Aims:
Establish and develop a range of skills and knowledge that enable the student to evaluate, plan and document user-centred interactive design solutions; Develop imaginative thinking about the possibilities of interactive design for mobile and networked delivery. Establish and develop a body of knowledge that enables critical thinking about dynamic content and the social/cultural implications of its uses. Extend a body of skills, knowledge and methodologies used to create interactive artefacts.

Intended Learning Outcomes:

Successful students will typically:

Have knowledge and understanding of:

Some aspects of contemporary approaches to designing, documenting and evaluating the user experience of interactive systems.

Technologies and processes which the media industries use to invent, develop and implement interactive media artefacts for mobile and web-based delivery.

Processes for gathering, evaluating, using and handling information and material from diverse sources in both academic and professional contexts, and for the acknowledgement of ownership through citation.

Some of the factors influencing the communication of ideas, information and feelings in a range of media and situations.

Successful students will typically:

Be able to:

Design, document and evaluate the user experience of interactive systems.

Use appropriate contemporary technologies, processes and design approaches to present content for mobile and web-based delivery. Discuss and analyse the implications of mobile and web-based content in terms of the experiences of users/consumers and models of commercial deployment.

Creatively explore ideas for the innovative use of contemporary mobile and web technologies

Locate, evaluate and make use of information and material from diverse sources and use citation to

acknowledge ownership.

Communicate ideas, information and feelings appropriately in a variety of modes and situations.

Module Content:

This module looks at websites and mobile apps and at the user's experience with these artefacts. You will learn about commercial approaches to planning, designing and implementing products for mobile devices and browser-based delivery with a particular focus on current approaches to User Experience (UX) design. In turn, the design, production and critical evaluation of apps and websites requires a range of theoretical perspectives together with appropriate design and implementation techniques. These skills are key to working in digital media arts at a professional level. 11b. Further Details: (supporting Learning Outcomes, max 250 words) In this module you will develop the user experience design, web and scripting skills introduced over the first year. You will learn to programme advanced functionality in a range of currently used scripting and visual programming systems (typically these might include HTML5, CSS3, Javascript, jQuery and Actionscript) to produce websites and mobile apps. This will include accessing mobile device functionality and understanding how data is transferred across networks. You will also learn about devising, planning, testing and documenting interactive projects to a professional level using approaches grounded in User Experience. By the end of this module, you will have a range of theoretical and practical perspectives on the design, implementation and evaluation of mobile apps and websites. You will also be able to plan and document your web and app designs to a commercial standard and understand how and you will have produced a dynamic

website and planned and created your own mobile app.

Pre and Co requisites:

5MMF0046

Total hours: 150

Assessment:

Assessment within this module will typically involve two pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The two assessments are usually weighted 40 and 60, and the student is expected to pass the module taking the total as an aggregate.

Exam	Coursework	Practical
%	100%	%

Digital Media Design: CTDMD – DMD2S
Module name: Connections and Perspectives: exploring Creative Media and Digital Cultures
Module code: 5CTA1158
Semester: B

Credits: 15

Module Aims:
Further develop critical insight into a range of contemporary media practices, artefacts and debates and locate their own practice within a wider cultural context. Understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary media and other related practices, including their own. Understand their practice as a means of generating cultural products that relate to diverse disciplines, such as science, philosophy, sociology, architecture, law, psychology, etc. Expand their understanding of the social, ethical and cultural implications of new technologies. Extend their study and enquiry skills. Show self-reliance, increasing responsibility for their own learning and development. Communicate ideas clearly and with precision in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:
Successful students will typically: Have knowledge and understanding of: Histories, theories and critical issues related to communication and media technologies that inform recent and contemporary media practices and how these can be examined through the lens of technological change; Some of the ways in which critical and cultural texts can be used as a tool to interrogate and develop their own practice; The role of communication systems and modes of representation in the development and ordering of social systems and cultural formations. Successful students will typically: Be able to: Identify how different social groups engage with forms of communication, media and culture; Undertake research, drawing upon ideas from diverse conceptual frameworks within a defined area of their discipline and evaluating sources appropriately;

Develop further skills in critical analysis including an ability to identify appropriate questions for enquiry, engage with the debates that emerge within the fields of communication, media, film and cultural studies and identify the social and political implications of the critical views of others;

Communicate and develop arguments effectively in written or other forms and in a variety of media with due consideration for register, vocabulary and academic conventions of reference.

Module Content:
The module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise the Level 6 C&CS module. Students identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of the discipline area and they acquire deep understanding of the global circumstances, setting the framework for both their essay and their studio practice. Support materials and activities introduce new critical, theoretical and contextual ideas, while supporting students in their own exploration of a technologically mediated society. Students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form. 11b. Further Details: (supporting Learning Outcomes, max 250 words) Connections and Perspectives II works in two directions, enabling students to identify a focus for their own research at the same time as developing an awareness of the social and cultural meaning of their practical work. Connections and Perspectives is structured as

two distinct modules (C&P I, C&P II) which are delivered in parallel with other teaching in Semester A and Semester B. Typically, the content of the two Connections and Perspectives modules is connected directly to the content of the parallel modules, aiming to establish the contextual framework for the student's practical work.

Assessment for Connections and Perspectives II is typically based on the submission of a statement of

purpose that outlines the strategy towards an extended study of a particular practitioner, genre, group, form, theme, theoretical perspective or cultural issue of relevance to interactive media and emergent technologies.

Close attention is given to the analysis of ideas that specifically relate to students' own work and to their possible career aspirations.

Typically, summative assessment will include a 2000-2500-word written academic essay.

Pre and Co requisites:
5CTA1078

Total hours: 150

Assessment:
The assessment within this module will normally consists of a 2000-2500 word written academic essay requiring students to demonstrate how well they have assimilated the disciplines and principles covered. This assignment weights 100 of the module.

Exam	Coursework	Practical
%	100%	%

Digital Media Design: CTDMD – DMD2S
Module name: Independent Project
Module code: 5CTA1153
Semester: B

Credits: 30

Module Aims:
Develop a range of cognitive, creative, enquiry, planning and communication skills that support the planning and management of projects within the media sector. Develop and consolidate a range of practical and thinking skills, judgments and practices involved in the realisation of a project, including creative invention, iterative planning, selection from alternatives, time and selfmanagement, the effective utilisation of resources, effective documentation of process, the creation of material and the presentation of outcomes. Extend a body of skills, knowledge and methodologies used to create interactive artefacts

Intended Learning Outcomes:
Successful students will typically: Have knowledge and understanding of: Processes and techniques used in media industries to plan, manage and communicate a basic production task. Process and techniques used in media industries to execute a basic production plan. A range of appropriate tools, practices and skills for the realization of a digital media artefacts. Successful students will typically: Be able to: Make effective use of ideation and planning and tools to define a basic digital media project which addresses a given purpose, audience and context. Make effective use of documentation practices to define a basic digital media project which address a given purpose audience and context. Make effective use of information gathering, evaluation and handling techniques appropriate to the defined task and context. Manage a period of focused and sustained practice, demonstrating independence and autonomy to realise media artefacts fit for purpose in terms of audience, delivery and genre.

Module Content:
This module allows students to propose and develop a project of their own choosing. This module is delivered in two phases. In the first part you will develop a project proposal and in the second phase, you will carry out the project and produce a high quality outcome. In the planning phase, students are required to propose a project and investigate aspects of planning, content and contexts. In the production phase, the student produces their artefact(s) and other materials, managing the project and document their production and creative processes. This might involve the production of a range of assets, their assembly into an artefact and the testing of this artifact with users or audiences in an iterative process of refinement. 11b. Further Details: (supporting Learning Outcomes, max 250 words) The module content is initially structured around support to students as they produce their project proposals. Topics covered in the lecture sessions include project ideation sessions and basic project management techniques. A series of individual and group tutorials during the production of the Independent project, aims to guide the students towards choosing an appropriate project for their skillset and the future aspirations. In the second part of the module, the student sees through the personal project. The emphasis here is on project realisation practices and the project management skills.

Pre and Co requisites:
5MMF0043 / 5CTA1024

Total hours: 150

Assessment:

Coursework: 100 Assessment within this module will normally involve two pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The two assessments are usually weighted 25 and 75, and the student is expected to pass the module taking the total as an aggregate.

Exam	Coursework	Practical
%	100%	%

Digital Media Design: CTDMD – DMD2S
Module name: Storytelling and Gaming

Module code: 5CTA1155

Semester: B

Credits: 15

Module Aims:
Establish and develop a body of knowledge and practices based in current debates about the relationship between narrative and play in games and interactive media. Consolidate and further develop a body of skills, knowledge and practices for developing distinctive, expressive and creative media artefacts that incorporate elements of gameplay and interactive narrative. Consolidate and further develop a body of practices, ideas and vocabularies that enable the critical evaluation of games and interactive narratives in terms of their aesthetic, formal and cultural qualities.

Intended Learning Outcomes:
Successful students will typically: Have knowledge and understanding of: The cultural, aesthetic and formal qualities of interactive narratives and videogames. Processes for the creative invention, design and development of interactive narratives and videogames. Successful students will typically: Be able to: Examine the role of the author/reader/player and the relationship between narrative and play in games and interactive media, demonstrating an awareness of appropriate theoretical concepts and relevant historical and cultural contexts. Critically evaluate existing examples of games and interactive narrative in terms of both their formal and aesthetic qualities and their cultural and historic significance. Use appropriate processes of experimentation, evaluation and iteration in the design and development of distinctive, expressive and creative media artefacts that incorporate elements of gameplay and interactive narrative. Demonstrate creative and technical skills in the production of games and interactive narratives for specific audiences, making effective use of relevant software, technical concepts and theory.

Module Content:
Through practical creative work and discussion, this module engages students with contemporary ideas about the inter-relationship between narrative and play in games and interactive media. By promoting debate and critical thinking the module seeks to improve student's practice via the development of critical reflection and analytic thinking. Students are required to produce media artefacts that creatively incorporate elements of gameplay and interactive narrative. They will write written commentaries to support these creations and contribute to spoken discussions that demonstrate their grasp and understanding of key ideas, theories and approaches. Through these methods they will demonstrate their ability to deploy these ways of thinking in response to a diverse range of examples of interactive digital media (including such things as interactive fiction, hypermedia, hypercomics and videogames). 11b. Further Details: (supporting Learning Outcomes, max 250 words) This module deals with a body of ideas and theories about the relationship between narrative, play and interactivity. It combines creative invention with the discussion of artefacts and theories that inform both critical thinking and the design and implementation of new artefacts. Theories and artefacts are examined and discussed through spoken word, written word and the completion of design briefs that result in the creation of media artefacts that incorporate elements of gameplay and interactive narrative. For its content and discussions, the module draws on such things as narrative theory and narratology, theories of interactivity, mediality, ludology, games and play.The module sets out to examines particular instances of interactive narrative and games such as interactive fiction (text

adventures), hypermedia (including hypertext and hypercomics) and videogames. The critical evaluation of examples drawn from these areas allows students to engage with ideas concerning the formal and aesthetic qualities of media artefacts as well as their cultural and historical significance.

Pre and Co requisites:
5MMF0043 / 5CTA1024

Total hours: 150

Assessment:
Coursework: 100 Assessment within this module will typically involve two pieces of practical coursework requiring students to demonstrate how well they have assimilated the disciplines and principles covered. The two assessments are usually weighted 25 and 75, and the student is expected to pass the module taking the total as an aggregate.

Exam	Coursework	Practical
%	100%	%

Fine Art: CTFA – FA2S / FA2EX

Module name: Fine Art Practice 2A

Module code: 5CTA1113

Semester: AB

Credits: 30

Module Aims:

Identify and develop a self-critical direction for studio practice and produce an ambitious body of work.

Further develop skills in critical awareness and the ability to contextualise practice.

Further develop the ability to discuss and analyse contemporary art.

Intended Learning Outcomes:

Successful students will typically:

be able, at an intermediate level, to:

Critically explore how art communicates through its associated languages by engaging fully with art practice. (B1)

Recognise and reflect more fully on cultural, intellectual and emotional relationship to content as embodied in practical work. (B2)

Demonstrate ownership and integrity by taking responsibility for studio practice. (B5)

Demonstrate relevant skills in selecting, exhibiting and installing studio practice with understanding of relation to audience/s. (C3)

Demonstrate appropriate and competent use of media within studio practice and realise ideas through to a resolved outcome. (C4)

Work independently by setting goals, managing own learning, coordinating workloads, project planning and meeting deadlines in response to set briefs and self-initiated study. (D2)

Demonstrate good studentship through engagement, collaboration and participation. (D3)

Module Content:

Students are supported to identify and develop a self-critical direction for studio practice and produce an ambitious body of work through sustained and focussed practice. The development of individual practice is supported through media sessions, technical workshops, tutorials and group discussion. Through seminars and critiques students further develop skills in critical awareness and the ability to contextualise practice.

To facilitate the ability to contextualise practice in relation to contemporary fine art students visit exhibitions and research sources of information and compile a contextual notebook and folder recording their findings. Students select and present work for group critiques, which help further develop their understanding of their use of media and their ability to discuss and analyse contemporary art.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Fine Art: CTFA – FA2S / FA2EX

Module name: Fine Art: Debates and Values (C&CS)

Module code: 5CTA1116

Semester: AB

Credits: 30

Module Aims:

Develop deeper critical insight into a range of contemporary fine art practices, theories and debates and locate their own practice within a wider cultural context.

Understand how cultural, aesthetic, theoretical, social, economic and professional values may inform contemporary practice and use those insights to reflect upon their own practice.

Extend their study and enquiry skills in evaluating sources and experiences.

Show increased self-reliance in taking responsibility for their own learning and development.

Develop skills in critical analysis which inform their art practice.

Communicate ideas more clearly in a variety of forms using the conventions of academic referencing.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding, at an intermediate level, of:

Ways in which contextual, historical, cultural and theoretical issues support and inform a range of recent and contemporary fine art. (A2)

Ways in which contextual, historical and cultural issues can be used as a creative resource to develop and gain insight into their own practice. (A3)

Successful students will typically:

be able, at an intermediate level, to:

Demonstrate critical reflection at an intermediate level including formulating relevant questions, in order to make critical analyses. (B3)

Communicate ideas and information more effectively in written spoken and visual forms with due consideration of audiences, language use and academic referencing conventions.(D1)

Work independently by setting goals, managing own learning, coordinating workloads, project planning and meeting deadlines in response to set briefs and self-initiated study. (D2)

Demonstrate good studentship through engagement, collaboration and participation. (D3)

Undertake research at an intermediate level, using a variety of resources to gather material, evaluate sources and experiences, document findings, and develop a line of reasoning based on evidence. (D4)

Module Content:

This module aims to encourage students to see the study of critical and cultural issues as a vital tool for further

innovative and well informed practice and particular attention is given to the analysis of ideas that specifically relate to students' own work. The module provides students with the opportunity to make in-depth examinations of examples of a range of theoretical positions that inform recent and contemporary practice, and to use such debate,not only to reflect critically upon their own work, but also to locate their practice within the context of historical, social, cultural and professional currents. Key areas for consideration may include theories and debates surrounding the production, circulation and consumption of contemporary fine art as well as the cultural perspectives and values that have shaped contemporary fine art practice, including issues of representation such as gender, modernity, Modernism, Postmodernism, globalisation, the media and issues of sustainability.

Pre and Co requisites:
None

Total hours: 300

Assessment:
The assessment will include an essay of between 2000-2500 words or a negotiated equivalent, demonstrating skills of research and communication including the conventions of academic reference and its relationship to their studio practice. To complement studio studies, this module aims to enable students develop further their repertoire of study skills relating to: research and enquiry; visual and critical analysis of both artefacts and ideas and the way in which such skills can be deployed to evaluate their own practice (B3); and both verbal and written communication skills, including the conventions of academic referencing (D1, D2, D3, D4).

Exam	Coursework	Practical
%	100%	%

Fine Art: CTFA – FA2S / FA2EX

Module name: Fine Art Practice 2B

Module code: 5CTA1114

Semester: AB

Credits: 30

Module Aims:

Fully engage with your practice and explore its associated languages.

Recognise and reflect on and your cultural, intellectual and emotional relationship to subject as embodied in your practical work.

Fully explore the potential of communicating in imaginative and ambitious ways and produce an ambitious body of work.

Explore your value systems and motivations, how you connect to contemporary practitioners and use this knowledge to make decisions about your practice.

Further develop your knowledge of art, and identify emerging contexts, sites and methods of contemporary practice.

Further develop the ability to discuss and analyse contemporary and historical art.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding, at an intermediate level, of:

How ideas, concerns and values are expressed and embodied through making. (A1)

Where to contextually locate the student's own practice alongside contemporary practitioners. (A4)

Successful students will typically:

be able, at an intermediate level, to:

Critically explore how art communicates through its associated languages by engaging fully with art practice. (B1)

Express and embody ideas, concerns and values through making. (C1)

Demonstrate relevant skills in selecting, exhibiting and installing studio practice with understanding of relation to audience/s. (C3)

Demonstrate appropriate and competent use of media within studio practice and realize ideas through to a resolved outcome. (C4)

Work independently by setting goals, managing own learning, coordinating workloads, project planning and meeting deadlines in response to set briefs and self-initiated study. (D2)

Demonstrate good studentship through engagement, collaboration and participation. (D3)

Module Content:

You are supported to fully engage with your practice and explore its associated languages. Through this process you are encouraged to recognise and reflect on your cultural, intellectual and emotional relationship to the subject as embodied in your practical work. The development of individual practice is supported through media sessions, technical workshops, tutorials and group discussion. By fully exploring the potential of communicating in imaginative and ambitious ways you will produce an ambitious body of work by the end of the semester. You will explore your value systems and motivations, how you connect to contemporary practitioners and use this knowledge to make decisions about your practice. Through visits to exhibitions and researching sources of information you will develop your knowledge of art and identify emerging contexts, sites and methods of contemporary practice. Through critiques, lectures and gallery talks you will further develop the ability to discuss and analyse contemporary and historical art.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Fine Art: CTFA – FA2S / FA2EX

Module name: Fine Art in Context 2

Module code: 5CTA1115

Semester: AB

Credits: 30

Module Aims:

Further their understanding of the contemporary art world, its diversity and contexts for practice nationally and internationally.

Gain further understanding and knowledge of how to function as practicing artists and in art-related activities.

Further develop collaborative skills and gain more confidence in personal interaction, presentation and cooperation within a professional context.

Explore opportunities in fine art or related careers.

Undertake a professional project or work experience in a chosen career or fine art context.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding, at an intermediate level, of:

The ways in which contextual, historical, cultural, and theoretical issues can be used as creative resources to develop and gain insight into their own practices. (A3)

Where to contextually locate their own practice alongside contemporary practitioners, at an intermediate level. (A4)

Further aspects of professional practice and visual arts career opportunities, and how to respond to them effectively. (A5)

Successful students will typically:

be able, at an intermediate level, to:

Explore the potential of communicating in imaginative and personally ambitious ways and explore new contexts, sites and methods for practice. (C2)

Demonstrate relevant skills in selecting, exhibiting and installing studio practice with understanding of relation to audience/s. (C3)

Communicate ideas and information effectively in written, spoken and visual forms, with due consideration for audiences, language use and academic referencing conventions. (D1)

Work independently by setting goals, managing own learning, coordinating workloads, project planning and meeting deadlines in response to set briefs and self-initiated study. (D2)

Demonstrate good studentship through engagement, collaboration and participation. (D3)

Module Content:

The aim of this module is to offer a practical opportunity to develop professional skills outside the context of the university by undertaking a practical professional experience. Students research the roles and opportunities for artists in contemporary society and consider possibilities for practice within wide social and cultural contexts.

The module also aims to foster understanding of the importance of professional networks. Students identify and undertake either work experience, an exhibition, a collaborative project, site-based work or other alternative practical project for fine art practice beyond the university.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Contemporary Design Crafts: CTDC – DCA2S / TXA2S / CGA2S / JWA2S

Module name: Core Design Skills (2)

Module code: 5CTA1177

Semester:

Credits: 30

Module Aims:

Develop an ability to interpret, inquire, explore and problem solve and give visual forms to ideas and information at an intermediate level; gain know ledge and experience in 2D and 3D design processes at an intermediate level; use the tools available to them on a digital and a workshop level in the practice of their design investigations; develop presentation and visualisation skills at an intermediate level; understand the principles of digital processes at an intermediate level.

Intended Learning Outcomes:

Successful students will typically:

have know ledge and understanding of the critical, contextual, historical, conceptual and ethical dimensions of the discipline of product and industrial design and design crafts at an intermediate level (A1)

develop further the use of current and emerging media and technologies, and of inter and multi – disciplinary approaches, within the areas of product and industrial design or design crafts or jewellery, textiles or ceramics and glass at an introductory level (A3)

select, manipulate, evaluate, and manage information from a variety of sources applicable for product and industrial design and design crafts at an intermediate level (B4)

Successful students will typically:

select, experiment with and make correct use of materials, processes and the workshop/studio for your discipline. (C1)

source and research relevant material, assimilating and articulating relevant findings for product and industrial design and design crafts at an intermediate level (C3)

be resourceful and entrepreneurial in the fields of product and industrial design and design crafts at an intermediate level (D2) study independently, set goals, manage workloads and meet deadlines at an intermediate level (D3) communicate and present ideas and work to audiences in a range of situations at an intermediate level (D5)

Module Content:

This module aims to further develop students' core skills in inquiry, exploration, problem solving and implementation in 2D and 3D. Students explore design ideas through manual and digital methodologies to realise outcomes during supported workshops and directed study time. Using higher level CAD technologies or other media, students develop skills to assist in the visual communication and presentation of design ideas.

Assignments are designed to further enhance construction methods, fabrication awareness, finishing techniques and visualization processes.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Contemporary Design Crafts: CTDC – DCA2S / TXA2S / CGA2S / JWA2S
Module name: Professional Design Studio (2)
Module code: 5CTA1179
Semester:

Credits: 30

Module Aims:
Develop an ability to interpret, inquire, explore and problem solve and give visual forms to ideas and information at an intermediate level. further understand the role and importance of the design process in the development of a design proposal at an intermediate level.

apply tools of research, analysis, ideas generation, experimentation and critical reflection in a process of design development at an intermediate level.

develop students' independent learning at an intermediate level.

Intended Learning Outcomes:
Successful students will typically:

summarise the understanding of your discipline and the effect the stakeholders have on your work. (A2)

generate a substantial range of ideas, concepts, proposals and solutions on your own or working as part of a group that are the response to a set brief. (B1)

explain information, experiences and your judgements, in relation to your discipline. (B3)

Successful students will typically:

select, experiment with and make appropriate use of materials, processes and environment application in the fields of product and industrial design and design crafts an intermediate level (C1)

develop ideas through to an appropriate outcome(s) fit for product and industrial design, design crafts, jewellery design, textile design and ceramics and glass.(C2)

manage and make appropriate use of intention, process, outcome, context, and the methods of dissemination appropriate for product and industrial design and design crafts an intermediate level (D1)

Module Content:
This module is focused on developing student's fundamental design process knowledge, skills and abilities through the consolidation of learnt design principles by putting them into practice. Studying independently or as part of a team, students will research, develop, problem solve, create and innovate outcomes in response to internal and or external (live) assignments. Students will demonstrate a clear understanding of the value of contemporary design and crafts to current and future individuals, society and culture through the ability to research, articulate ideas, make connections between innovation and need, function and technologies that inform strong design ideas.

The module is taught through a series of lectures, seminars, studio and workshop sessions and students are asked to present their ideas both visually and verbally in critiques

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Contemporary Design Crafts: CTDC – DCA2S / TXA2S / CGA2S / JWA2S
Module name: Design Theory (L5)
Module code: 5CTA1180
Semester:

Credits: 30

Module Aims:
Develop critical insight into a range of contemporary design and craft practices and debates and locate their own practice within a wider cultural context at an intermediate level.

understand how cultural, aesthetic, theoretical, social, economic and professional forces inform contemporary practice and use those insights to reflect upon their own practice at an intermediate level.

extend their study and enquiry skills, evaluating sources and experiences and show self -reliance, taking responsibility for their own learning and development at an intermediate level.

develop skills in critical analysis which inform their discipline practice and communicate ideas clearly in a variety of forms using the conventions of academic writing and referencing at an intermediate level.

Intended Learning Outcomes:
Successful students will typically:

Have know ledge and understanding of the key developments of; current and emerging media and technologies, and of inter and multi – disciplinary approaches, within the field of product and industrial design and design crafts at an intermediate level (A3)

demonstrate inquiry, critical thinking and curiosity in the processes of observation, investigation, speculative inquiry, visualisation and/or making applicable to product and industrial design and design crafts an intermediate level (B2)

-select, manipulate, evaluate, and manage information f rom a variety of sources applicable for product and industrial design and design crafts an intermediate level (B4)

Successful students will typically:

source and research relevant material, assimilating and articulating relevant findings for product and industrial design and design crafts an intermediate level (C3)

manage and make appropriate use of intention, process, outcome, context, and the methods of dissemination appropriate for product and industrial design and design crafts an intermediate level (D1)

study independently, set goals, manage workloads and meet deadline an intermediate level (D3)

Module Content:
This module aims to encourage students to see critical and cultural studies as a vital tool to further innovative and well-informed practice in contemporary design and craft. Students will consider a range of theoretical positions that inform recent and contemporary practice, to reflect critically upon their own work and to locate their practice within cultural and professional contexts. Key areas include the various cultural perspectives that have shaped design practice, including innovation, technology,

and sustainability. The module will utilise themes, debates and case studies identified in the studio. Teaching and learning may be integrated into studio modules and may take the form of lectures, practical and theoretical seminars, visits and workshops. There will be a particular emphasis on student analysis of contemporary practice and innovation through presentations and visual analysis. To complement discipline specific studies, the module will enable students to develop their analytical skills through a variety of theoretical approaches. The module will build upon the repertoire of study skills of research, critical analysis and communication established at Level 4.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Design Principles (CDC)

Module code: 5CTA1199

Semester:

Credits: 30

Module Aims:
Further understand the conventions that inform creative design thinking and the processes that support exploration and delivery of ideas at an intermediate level;

foster methods of inquiry and curiosity to underpin design crafts and design learning at an intermediate level;

understand global influences that inform and support the discipline of design crafts at an intermediate level;

understand and select appropriate study processes and practices that ensure the development of experimentation, analysis and articulation at an intermediate level.

Intended Learning Outcomes:
Successful students will typically:

-demonstrate the relationship of the design crafts practitioner with their stakeholders, within a professional design crafts environment(A2)

-demonstrate the key developments of; current and emerging media and technologies, and of inter and multi –disciplinary approaches, within the field of design crafts (A3)

conduct research into global markets, demonstrate diversity of thinking, exploration of cultures and societies, and respond to ethical and issues relevant to current design thinking (B1)

-explore media, materials and design-related issues appropriate to the practice of design crafts (B2)

Successful students will typically:

-develop and produce ideas through to a final idea(s) f it for design crafts. (C2)

demonstrate link to the research and to your proposed idea and evaluate its relevance to design crafts. (C3)

show resourcefulness and entrepreneurial skills in the fields of design crafts at an intermediate level (D2)

cohesively present ideas and conclusion to the projects to a range of audiences and situations. (D5)

Module Content:
This module provides opportunities to understand some of the design processes at work within the field of creative design creation and development.

Projects will focus on developing research skills in relation to design and will include aspects of drawing, three dimensional experimentation, introduction to materials and fabrication, photographic and presentation methods and conventions; the beginnings of designing and making for specific design contexts

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Contemporary Design Crafts: CTDC – DCA2S / TXA2S / CGA2S / JWA2S

Module name: Design Principles (TEXTILES)

Module code: 5CTA1202

Semester:

Credits: 30

Module Aims:

Further understand the conventions that inform design craft textile thinking and the processes that support exploration and delivery of ideas at an intermediate level;

foster methods of inquiry and curiosity to underpin design crafts textiles and design learning at an

intermediate level;

understand global influences that inform and support the discipline of design crafts textiles at an intermediate level;

understand and select appropriate study processes and practices that ensure the development of

experimentation, analysis and articulation at an intermediate level.

Intended Learning Outcomes:

Successful students will typically:

demonstrate the relationship of the textile practitioner with their stakeholders, within a professional textile environment(A2)

-demonstrate the key developments of; current and emerging media and technologies, and of inter and multi – disciplinary approaches, within the field of design crafts textiles (A3)

conduct research into global markets, demonstrate diversity of thinking, exploration of cultures and societies, and respond to ethical and issues relevant to current design thinking (B1)

explore media, materials and design-related issues appropriate to the practice of product and industrial design (B2)

Successful students will typically:

develop and produce ideas through to a final idea(s) f it for a textile practitioner. (C2)

demonstrate link to the research and to your proposed idea and evaluate its relevance to design crafts textiles (C3)

how resourcefulness and entrepreneurial skills in the fields of design crafts textiles at an intermediate level (D2)

cohesively present ideas and conclusion to the projects to a range of audiences and situations. (D5)

Module Content:

This module provides opportunities to understand some of the design processes at work within the field of creative design creation and development.

Projects will focus on developing research skills in relation to design and will include aspects of drawing, three dimensional experimentation, introduction to materials and fabrication, photographic

and presentation methods and conventions; the beginnings of designing and making for specific design contexts.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Contemporary Design Crafts: CTDC – DCA2S / TXA2S / CGA2S / JWA2S
Module name: Design Principles (JEWELLERY)
Module code: 5CTA1200
Semester:

Credits: **30**

Module Aims:
Further understand the conventions that inform creative design thinking and the processes that support exploration and delivery of ideas at an intermediate level;

foster methods of inquiry and curiosity to underpin design crafts jewellery and design learning at an

intermediate level;

understand global influences that inform and support the discipline of design crafts jewellery at an

intermediate level;

understand and select appropriate study processes and practices that ensure the development of

experimentation, analysis and articulation at an intermediate level.

Intended Learning Outcomes:
Successful students will typically:

-demonstrate the relationship of the jewellery practitioner with their stakeholders, within a professional jewellery design environment (A2)

demonstrate the key developments of; current and emerging media and technologies, and of inter and multi – disciplinary approaches, within the field of jewellery design (A3)

conduct research into global markets, demonstrate diversity of thinking, exploration of cultures and societies, and respond to ethical and issues relevant to current design thinking (B1)

-explore media, materials and design-related issues appropriate to the practice of product and industrial design (B2)

Successful students will typically:

develop and produce ideas through to a final idea(s) f it for design crafts jewellery (C2)

demonstrate link to the research and to your proposed idea and evaluate its relevance to design crafts

jewellery (C3)

show resourcefulness and entrepreneurial skills in the fields of design crafts jewellery at an intermediate level (D2)

cohesively present ideas and conclusion to the projects to a range of audiences and situations. (D5)

Module Content:
This module provides opportunities to understand some of the design processes at work within the field of design crafts jewellery creation and development.

Projects will focus on developing research skills in relation to design and will include aspects of drawing, three dimensional experimentation, introduction to materials and fabrication, photographic and presentation methods and conventions; the beginnings of designing and making for specific design contexts.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Contemporary Design Crafts: CTDC – DCA2S / TXA2S / CGA2S / JWA2S
Module name: Design Principles (CERAMICS & GLASS)
Module code: 5CTA1201
Semester:
Credits: 30

Module Aims:
Further understand the conventions that inform ceramics and glass design thinking and the processes that support exploration and delivery of ideas at an intermediate level;

foster methods of inquiry and curiosity to underpin ceramics and glass and design learning at an intermediate level;

understand global influences that inform and support the discipline of ceramics and glass at an intermediate level;

understand and select appropriate study processes and practices that ensure the development of

experimentation, analysis and articulation at an intermediate level.

Intended Learning Outcomes:
(D2) cohesively present ideas and conclusion to the projects to a range of audiences and situations. (D5)

Module Content:
This module provides opportunities to understand some of the design processes at work within the field of creative design creation and development.

Projects will focus on developing research skills in relation to design and will include aspects of drawing, three dimensional experimentation, introduction to materials and fabrication, photographic and presentation methods and conventions; the beginnings of designing and making for specific design contexts

Pre and Co requisites:
None

Total hours: 300
Assessment:

Exam	Coursework	Practical
%	100%	%

Photography: CTPH – PHO2S
Module name: Professional Development
Module code: 5MMF0082
Semester:
Credits: 30

Module Aims:
Establish an informed understanding of professional environments and applications for practice through application of professional approaches to a live project.

Identify and research career opportunities, including modes of professional practice, in relation to student aspirations; establish skills in self-presentation as preparation for a variety of professional contexts (e.g. CVs, portfolios, oral presentations).

Work with reference to professional technical facilities and/or environments; experience potential career scenarios, in relation to student aspirations.

Intended Learning Outcomes:
Successful students will typically:

Have knowledge and understanding of:

The operation of the photographic industries; its professional requirements, markets and audiences. (A3)

Successful students will typically:

Further their ability to use a range of sources for enquiry and research. (B2)

Be able to manage time, deadlines and resources effectively by drawing on planning and organization skills. (C2)

Communicate effectively while pitching and presenting ideas and information to both specialist and nonspecialist audiences. (D2)

Effectively deploy a range of personal and entrepreneurial skills to meet their career aspirations through a sustained search for work experience. (D7)

Module Content:
This module provides students with an opportunity to establish an informed approach to professional practice in Photography. Students are supported in identifying the broad spectrum of applicable areas for their career aspirations, and in developing strategies to present themselves for applications to commissioned or employed work with increased confidence.

Outcomes typically include a body of research material and/or portfolios of practice with assessment both in presentations and in the production of material in the appropriate media.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Photography: CTPH – PHO2S

Module name: Photography Assignments

Module code: 5MMF0083

Semester:

Credits: 30

Module Aims:

Develop a project-based approach to acquiring technical skills in a key range of specialist techniques and processes;.

Develop an increasingly analytical approach to the observation and evaluation of their own practice as well as that of their peers and industry.

Further develop research, selection and evaluation techniques in relation to Photographic media.

Further develop group and independent working practices to support imaginative and critically informed responses to self-determined and/or negotiated themes and concepts, including methods of ideas generation, progression and realisation.

Further evaluate their practice in the context of a broad range of relevant practical, professional, historical and critical discourses.

Demonstrate a critical awareness of a variety of factors concerning audiences, clients and users of their work.

Intended Learning Outcomes:

Successful students will typically:

Have a knowledge and understanding of:

The breadth of different processes necessary to create work in response to multiple briefs. (A1)

Demonstrate a personal creative response to a professional brief. (A3)

Successful students will typically:

Look at industry and keep up to up date with latest technical and creative innovations. (B2)

Respond creatively to the set brief and produce an innovative photographic project. (C1)

Produce work showing growing competence in the operational aspects of photography production, and an ability to evaluate options and make informed choices with regard to standard technologies, systems, techniques and practices. (C2)

Demonstrate the effective creation and manipulation of imagery in photography production which is informed by an understanding of current media forms, structures and audiences. (C3)

Module Content:

The module consists of a series of group workshops and focuses on photography practice. Students will further develop and refine practical, conceptual and transferable skills, and will have the opportunity to work individually and collaboratively. The module offers the students opportunities to

further develop their skills in selection, evaluation and application of photography processes. Students work with professionals to set briefs, within various photographic genres. Students will devise appropriate solutions, and develop skills in planning an outcome. Particular emphasis will be placed on developing the students' ability to analyse and evaluate chosen environments for their practice. Students will be expected to be able to show their ability to propose a range of solutions and to apply a critical approach to the selection of the eventual outcomes.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Photography: CTPH – PHO2S

Module name: Photography: Application and Cultures (C&CS)

Module code: 5CTA1079

Semester:

Credits: **30**

Module Aims:

Develop critical insight into a range of photographic practices and debates and locate their own practice within a wider cultural context.

Understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform

contemporary practice and use those insights to reflect upon their own practice.

Extend their study and enquiry skills, evaluating sources and experiences.

Develop skills in critical analysis which inform their discipline practice.

Communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically:

Have knowledge and understanding of:

The ways in which historical, cultural and theoretical issues support and inform a range of recent and

contemporary photographic practice. (A2)

Successful students will typically:

Be able to:

Use methods of representation and narrative processes of media and culture in their work. (B1)

Critically analyse, situate and evaluate photographs, films, videos and texts in in the photographic and related communications industries. (B2)

Utilise a range of research and critical evaluation skills, frame appropriate questions, formulate arguments cogently and draw independent conclusions. (D1)

Present and communicate effectively to specialist and non-specialist audiences in oral, written and visual forms. (D2)

Competently retrieve information from a range of sources and use digital and other technologies to present texts and images; (D3)

Module Content:

This module aims to encourage students to see contextual studies as a vital tool to develop well-informed and innovative production practice in photography. A programme of lectures, seminars, tutorials, exhibition and industrial visits provides students with the opportunity to encounter a wide range of photographic practices and a selection of photographic and media theories, debates and critical perspectives to interrogate them. The module will focus on developing student's understanding of critical debates around concepts such as representation, ideology, production,

consumption and regulation that shape photographic aesthetics and cultures in relation to student's specific pathways in photography across a wide range of applications. To complement discipline-specific studies, this module aims to provide students with a repertoire of study skills of research and enquiry, skills in visual and critical analysis of both artefacts and ideas and communications skills in written and verbal forms including the protocols of academic reference.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Negotiated Photography Projects

Module code: 5MMF0081

Semester:

Credits: 30

Module Aims:

Select, test, use and exploit appropriate methods from the range of photography to support individual practice in the discipline.

Continue to develop team work skills.

Develop and communicate a rationale for their practice in the context of a broad range of relevant practical, professional, historical and critical discourses.

Demonstrate an applied understanding of a variety of factors concerning environments, audiences, clients and users of their work.

Intended Learning Outcomes:

Successful students will typically:

Have a knowledge and understanding of:

The appropriate processes for producing an independent photographic project. (A1)

The underlying principles and concepts of photography. (A2)

Successful students will typically:

Exercise processes of observation and realisation. (B1)

Analyse, reflect upon and take ownership of own practice within the context of photography. (B3)

Initiate, develop and realise creative work using appropriate photographic production techniques. (C1)

Use a range of research skills, critically evaluating material that should include books, journals, websites and visits to exhibitions.(D1)

Be able to self assess personal strengths and weaknesses. (D6)

Proficiently retrieve information from a range of research sources and use digital and other technologies to present texts and images.(D3)

Collaborate proactively as part of a team, negotiating a variety of roles. (D4)

Work independently, managing time and resources effectively, by drawing on organisational skills. (D5)

Module Content:

The module offers students the opportunity to realise a self-initiated project forming a coherent body of work in an area of personal interest in photography. Students will negotiate their research and project development with staff, and work individually and/or collaboratively.

This module aims to support students in establishing imaginative, confident, informed and accomplished use of selected media, together with associated planning, research and development strategies. At this stage students are encouraged towards increased depth and development within one or more aspects of the discipline, allowing for combined or specialist approaches as appropriate.

This module confirms the ability of students to select, test, use and exploit appropriate photographic processes to support their practice in the discipline. It will also require students to develop a rationale for their practice in the context of relevant discourses.

Negotiated Photographic Projects marks the transition from a teacher-led nature of study to student-directed patterns of learning.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Product and Industrial Design: CTPID – PIDA2S
Module name: Core Design Skills (2)
Module code: 5CTA1177
Semester:

Credits: **30**

Module Aims:
Develop an ability to interpret, inquire, explore and problem solve and give visual forms to ideas and information at an intermediate level; gain know ledge and experience in 2D and 3D design processes at an intermediate level; use the tools available to them on a digital and a workshop level in the practice of their design investigations; develop presentation and visualisation skills at an intermediate level;

-understand the principles of digital processes at an intermediate level.

Intended Learning Outcomes:
Successful students will typically:

have know ledge and understanding of the critical, contextual, historical, conceptual and ethical dimensions of the discipline of product and industrial design and design crafts at an intermediate level (A1)

develop further the use of current and emerging media and technologies, and of inter and multi – disciplinary approaches, within the areas of product and industrial design or design crafts or jewellery, textiles or ceramics and glass at an introductory level (A3)

select, manipulate, evaluate, and manage information from a variety of sources applicable for product and industrial design and design crafts at an intermediate level (B4)

Successful students will typically:

select, experiment with and make correct use of materials, processes and the workshop/studio for your discipline. (C1)

source and research relevant material, assimilating and articulating relevant findings for product and industrial design and design crafts at an intermediate level (C3)

be resourceful and entrepreneurial in the fields of product and industrial design and design crafts at an intermediate level (D2)   study independently, set goals, manage workloads and meet deadlines at an intermediate level (D3)

communicate and present ideas and work to audiences in a range of situations at an intermediate level (D5)

Module Content:
This module aims to further develop students' core skills in inquiry, exploration, problem solving and implementation in 2D and 3D. Students explore design ideas through manual and digital methodologies to realise outcomes during supported workshops and directed study time. Using higher level CAD technologies or other media, students develop skills to assist in the visual communication and presentation of design ideas.

Assignments are designed to further enhance construction methods, fabrication awareness, finishing techniques and visualization processes.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Product and Industrial Design: CTPID – PIDA2S

Module name: Professional Design Studio (2)

Module code: 5CTA1179

Semester:

Credits: 30

Module Aims:

Develop an ability to interpret, inquire, explore and problem solve and give visual forms to ideas and information at an intermediate level.

further understand the role and importance of the design process in the development of a design proposal at an intermediate level.

apply tools of research, analysis, ideas generation, experimentation and critical reflection in a process of design development at an intermediate level.

develop students' independent learning at an intermediate level.

Intended Learning Outcomes:

Successful students will typically:

summarise the understanding of your discipline and the effect the stakeholders have on your work. (A2)

generate a substantial range of ideas, concepts, proposals and solutions on your own or working as part of a group that are the response to a set brief. (B1)

explain information, experiences and your judgements, in relation to your discipline. (B3)

Successful students will typically:

select, experiment with and make appropriate use of materials, processes and environment application in the fields of product and industrial design and design crafts an intermediate level (C1)

develop ideas through to an appropriate outcome(s) fit for product and industrial design, design crafts,

jewellery design, textile design and ceramics and glass.(C2)

manage and make appropriate use of intention, process, outcome, context, and the methods of dissemination appropriate for product and industrial design and design crafts an intermediate level (D1)

Module Content:

This module is focused on developing student's fundamental design process knowledge, skills and abilities through the consolidation of learnt design principles by putting them into practice. Studying independently or as part of a team, students will research, develop, problem solve, create and innovate outcomes in response to internal and or external (live) assignments. Students will demonstrate a clear understanding of the value of contemporary design and crafts to current and future individuals, society and culture through the ability to research, articulate ideas, make connections between innovation and need, function and technologies that inform strong design ideas.

The module is taught through a series of lectures, seminars, studio and workshop sessions and students are asked to present their ideas both visually and verbally in critiques

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Product and Industrial Design: CTPID – PIDA2S
Module name: Design Theory (L5)
Module code: 5CTA1180
Semester:

Credits: **30**

Module Aims:
Develop critical insight into a range of contemporary design and craft practices and debates and locate their own practice within a wider cultural context at an intermediate level.

understand how cultural, aesthetic, theoretical, social, economic and professional forces inform contemporary practice and use those insights to reflect upon their own practice at an intermediate level.

extend their study and enquiry skills, evaluating sources and experiences and show self -reliance, taking responsibility for their own learning and development at an intermediate level.

develop skills in critical analysis which inform their discipline practice and communicate ideas clearly in a variety of forms using the conventions of academic writing and referencing at an intermediate level.

Intended Learning Outcomes:
Successful students will typically:

Have know ledge and understanding of the key developments of; current and emerging media and technologies, and of inter and multi – disciplinary approaches, within the field of product and industrial design and design crafts at an intermediate level (A3)

demonstrate inquiry, critical thinking and curiosity in the processes of observation, investigation, speculative inquiry, visualisation and/or making applicable to product and industrial design and design crafts an intermediate level (B2)

-select, manipulate, evaluate, and manage information f rom a variety of sources applicable for product and industrial design and design crafts an intermediate level (B4)

Successful students will typically:

source and research relevant material, assimilating and articulating relevant findings for product and industrial design and design crafts an intermediate level (C3)

manage and make appropriate use of intention, process, outcome, context, and the methods of dissemination appropriate for product and industrial design and design crafts an intermediate level (D1)

study independently, set goals, manage workloads and meet deadline an intermediate level (D3)

Module Content:
This module aims to encourage students to see critical and cultural studies as a vital tool to further innovative and well-informed practice in contemporary design and craft. Students will consider a range of theoretical

positions that inform recent and contemporary practice, to reflect critically upon their own work and to locate their practice within cultural and professional contexts. Key areas include the various cultural perspectives that have shaped design practice, including innovation, technology, and sustainability. The module will utilise themes, debates and case studies identified in the studio. Teaching and learning may be integrated into studio modules and may take the form of lectures, practical and theoretical seminars, visits and workshops. There will be a particular emphasis on student analysis of contemporary practice and innovation through presentations and visual analysis. To complement discipline specific studies, the module will enable students to develop their analytical skills through a variety of theoretical approaches. The module will build upon the repertoire of study skills of research, critical analysis and communication established at Level 4.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Product and Industrial Design: CTPID – PIDA2S

Module name: Design Principles (PID)

Module code: 5CTA1198

Semester:

Credits: 30

Module Aims:

Further understand the conventions that inform creative design thinking and the processes that support

exploration and delivery of ideas at an intermediate level;

foster methods of inquiry and curiosity to underpin product and industrial design and design learning at an

intermediate level;

understand global influences that inform and support the discipline of product and industrial design at an

intermediate level;

understand and select appropriate study processes and practices that ensure the development of

experimentation, analysis and articulation at an intermediate level.

Intended Learning Outcomes:

Successful students will typically:

-demonstrate the relationship of the product and industrial designer with their stakeholders, within a

professional product and industrial design environment (A2)

-demonstrate the key developments of; current and emerging media and technologies, and of inter and multi –

disciplinary approaches, within the field of product and industrial design (A3)

-Conduct research into global markets, demonstrate diversity of thinking, exploration of cultures and societies,

and respond to ethical and issues relevant to current design thinking (B1)

explore media, materials and design-related issues appropriate to the practice of product and industrial design

(B2)

Successful students will typically:

-Develop, analyse and evaluate ideas through to an appropriate outcome(s) independently or as part of a group;

(C2)

demonstrate link to the research and to your proposed idea and evaluate its relevance to product and

industrial design (C3)

show resourcefulness and entrepreneurial skills (D2)

cohesively present ideas and conclusion to the projects to a range of audiences and situations. (D5)

Module Content:

This module provides opportunities to understand some of the design processes at work within the field of

creative design creation and development.

Projects will focus on developing research skills in relation to design and will include aspects of drawing, three

dimensional experimentation, introduction to materials and fabrication, photographic and presentation methods

and conventions; the beginnings of designing and making for specific design contexts

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Fashion Design and Fashion and Fashion Business: CTFAD – FAD2S/ FASFB2S
Module name: Fashion Design Skills (2): Fashion Function
Module code: 5CTA1169
Semester:
Credits: 30

Module Aims:
Further understand the conventions that inform creative design thinking and the processes that support

exploration and delivery of ideas at an intermediate level;

foster methods of inquiry and curiosity to underpin product and industrial design and design learning at an

intermediate level;

understand global influences that inform and support the discipline of product and industrial design at an

intermediate level;

understand and select appropriate study processes and practices that ensure the development of

experimentation, analysis and articulation at an intermediate level.

Intended Learning Outcomes:
Successful students will typically:

-demonstrate the relationship of the product and industrial designer with their stakeholders, within a

professional product and industrial design environment (A2)

-demonstrate the key developments of; current and emerging media and technologies, and of inter and multi –

disciplinary approaches, within the field of product and industrial design (A3)

-Conduct research into global markets, demonstrate diversity of thinking, exploration of cultures and societies,

and respond to ethical and issues relevant to current design thinking (B1)

explore media, materials and design-related issues appropriate to the practice of product and industrial design

(B2)

Successful students will typically:

-Develop, analyse and evaluate ideas through to an appropriate outcome(s) independently or as part of a group;

(C2)

demonstrate link to the research and to your proposed idea and evaluate its relevance to product and

industrial design (C3)

show resourcefulness and entrepreneurial skills (D2)

cohesively present ideas and conclusion to the projects to a range of audiences and situations. (D5)

Module Content:

This module provides opportunities to understand some of the design processes at work within the field of

creative design creation and development.

Projects will focus on developing research skills in relation to design and will include aspects of drawing, three

dimensional experimentation, introduction to materials and fabrication, photographic and presentation methods

and conventions; the beginnings of designing and making for specific design contexts

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Fashion Design and Fashion and Fashion Business: CTFAD – FAD2S/ FASFB2S

Module name: Fashion Design Studio (2): Fashion Innovation

Module code: 5CTA1170

Semester:

Credits: 30

Module Aims:

Analyse, interpret, inquire, explore and problem solve and give visual forms to ideas and information at an

intermediate level.

Gain knowledge and experience in 2D and 3D fashion design processes at an intermediate level.

Employ presentation, visualisation and divergent thinking skills at an intermediate level.

Critically reflect upon working practices and the processes utilised through the module at an intermediate

level.

Intended Learning Outcomes:

Successful students will typically:

Have knowledge and understanding of:

Relevant research methods, how to develop ideas, problem solving, creating and innovating fashion related

outcomes in response to assignments, within educational and professional environments; (A2)

Global fashion markets and their relevance to their own practice, resulting in targeted fashion design

solutions, and an ability to discuss, debate and present proposals, solutions or arguments independently

and/or collaboratively; (B1)

How to select, retrieve, evaluate, manipulate, interpret and manage information from a variety of sources in

order to inform a fashion design outcome(s); (B3)

Successful students will typically:

Select, experiment-with and make appropriate use of materials, fabrication, 2D & 3D technical and creative

cutting techniques in relation to fashion design; (C1)

Make connections between innovations in fashion form, function and technologies that inform strong design

ideas; (C2)

Make appropriate use of context, process, outcome, and methods of dissemination; (D1)

Module Content:

This module is focused on developing student's fundamental fashion design knowledge, skills and abilities

through the consolidation of learnt design principles by putting them into practice. Studying independently or as

part of a team, students will research, develop, problem solve, create and innovate fashion outcomes in

response to internal and typically external (live) assignments. Students will demonstrate a clear understanding

of contemporary fashion through the ability to articulate ideas, make connections between innovation of the

fashion form, function and technologies that inform strong design ideas.

The module is taught through a series of lectures, seminars, studio and workshop sessions and students are

asked to present their ideas both visually and verbally in critiques.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Fashion Design and Fashion and Fashion Business: CTFAD – FAD2S/ FASFB2S
Module name: Fashion Design Fundamentals (2): Fashion Principles
Module code: 5CTA1168
Semester:
Credits: 30

Module Aims:
Further develop the conventions that inform fashion innovation and design thinking and the processes that

support exploration and delivery of ideas at an intermediate level.

Foster methods of inquiry and curiosity that underpin fashion and design learning at an intermediate level.

Further develop global influences that inform and support the discipline at an intermediate level.

Further develop and select appropriate study processes and practices that ensure the development of

experimentation, analysis and articulation at an intermediate level.

Intended Learning Outcomes:
Successful students will typically:

Understand the relationship of the fashion design practitioner with stakeholders within the fashion industry;

(A2)

Demonstrate an understanding, and draw together the merits, of the key developments and current and

emerging media and technologies that inform hand and digital design processes, branding and promotion,

within the global fashion industry; (A3)

Conduct research into global fashion markets, demonstrate diversity of thinking, exploration of cultures and

societies, and respond to ethical and sustainable issues relevant to contemporary fashion; (B1)

Explore media, materials and design-related issues that inform a creative portfolio and garment realisation;

(B2)

Successful students will typically:

Develop, analyse and evaluate ideas through to an appropriate outcome(s) independently or as part of a group;

(C2)

Source and research relevant material relating to the communication of fashion design, assimilating and

articulating relevant findings for fashion markets; (C3)

Demonstrate resourcefulness and explore entrepreneurial opportunities; (D2)

Communicate ideas and work in response to defined assignments for specific audiences in a range of

situations using visual, oral and/or written forms; (D5)

Module Content:

This module provides opportunities to further understand and develop innovative design processes, to innovate

and hone creative competency within the field of fashion through contextualising and an understanding the work

of fashion practitioners and designers. The module will require exploration, in-depth inquiry, the development of

fashion design awareness and conventions to record, document, reflect and realise within both 2D and 3D.

Students will refine their sketching, drawing and illustration skills through traditional and digital design methods.

Students will be encouraged to develop their own visual identity and design signature.

Students will foster curiosity to explore media, materials and processes in relation to fashion and design to

inform a creative portfolio, garment application and realisation. Students will research fashion design in context

to understand global markets and design. This module will encourage diversity of thinking and require students

to explore cultures and societies and respond to ethical and sustainable issues relevant to contemporary

fashion. Students will understand fashion communication processes including branding, promotion and the use

of relevant social and communication tools and techniques for fashion and design that will support their

presentation and marketing of design concepts.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Fashion Design and Fashion and Fashion Business: CTFAD – FAD2S/ FASFB2S
Module name: Critical and Cultural Studies: L5 Fashion
Module code: 5CTA1171
Semester:

Credits: 30

Module Aims:
Develop critical insight into a range of fashion practices and debates and locate their own practice within a

wider cultural context at an intermediate level.

Understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform

contemporary practice and use those insights to reflect upon their own practice at an intermediate level.

Extend their study and enquiry skills, evaluating sources and experiences at an intermediate level.

Show self-reliance, taking responsibility for their own learning and development at an intermediate level.

Develop skills in critical analysis which inform their discipline practice at an intermediate level.

Communicate ideas clearly in a variety of forms using the conventions of academic reference at an

intermediate level.

Intended Learning Outcomes:
Successful students will typically:

Have knowledge and understanding of the key developments of current and emerging media and technologies,

and of inter and multi-disciplinary approaches at an intermediate level. (A3)

Foster inquiry, critical thinking and curiosity in the processes of observation, investigation, speculative inquiry,

visualisation and/or making at an intermediate level. (B2)

Navigate, select, retrieve, evaluate, manipulate and manage information from a variety of sources at an

intermediate level. (B4)

Successful students will typically:

Manage and make appropriate use of intention, process, outcome, context, and the methods of

dissemination. (D1)

Study independently, set goals, manage workloads and meet deadlines. (D3)

Module Content:

This module aims to encourage students to see critical and cultural studies as a vital tool to further innovative

and well-informed practice in Fashion. Students will consider a range of theoretical positions that inform recent

and contemporary practice, to reflect critically upon their own work and to locate their practice within cultural

and professional contexts. Key areas include the various cultural perspectives that have shaped design

practice, including innovation, technology, and sustainability. The module will utilise themes, debates and case

studies identified in the studio. Teaching and learning may be integrated into studio modules and may take the

form of lectures, practical and theoretical seminars, visits and workshops. There will be a particular emphasis

on student analysis of contemporary practice and innovation through presentations and visual analysis. To

complement discipline specific studies, the module will enable students to develop their analytical skills

through a variety of theoretical approaches. The module will build upon the repertoire of study skills of research,

critical analysis and communication established at Level 4.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Fashion Design and Fashion and Fashion Business: CTFAD – FAD2S/ FASFB2S
Module name: Fashion Business (2): Principles of Fashion Business
Module code: 5CTA1073
Semester:

Credits: 30

Module Aims:
Develop deeper critical insight into a range of contemporary fine art practices, theories and debates and locate

their own practice within a wider cultural context.

Understand how cultural, aesthetic, theoretical, social, economic and professional values may inform

contemporary practice and use those insights to reflect upon their own practice.

Extend their study and enquiry skills in evaluating sources and experiences.

Show increased self-reliance in taking responsibility for their own learning and development.

Develop skills in critical analysis which inform their art practice.

Communicate ideas more clearly in a variety of forms using the conventions of academic referencing.

Intended Learning Outcomes:
Successful students will typically:

have knowledge and understanding, at an intermediate level, of:

A2 Ways in which cultural, historical, and theoretical issues support and inform a range of recent and

contemporary fine art.

A3 Ways in which contextual, historical, and cultural issues can be used as a creative resource to develop

and gain insight into their own practice.

Successful students will typically:

B3 Demonstrate critical reflection at an intermediate level including formulating relevant questions, in order to

make critical analyses.

D1 Communicate ideas and information more effectively in written spoken and visual forms with due

consideration of audiences, language use and academic referencing conventions.

D2 Work independently by setting goals, managing own learning, coordinating workloads, project planning,

and meeting deadlines in response to set briefs and self-initiated study.

D3 Demonstrate good studentship through attendance, collaboration and participation.

D4 Do research at an intermediate level, using a variety of resources to gather material, evaluate sources and experiences, document findings, and develop a line of reasoning based on evidence.

Module Content:

This module aims to encourage students to see the study of critical and cultural issues as a vital tool for further

innovative and well-informed practice, and particular attention is given to the analysis of ideas that specifically

relate to students' own work. The module provides students with the opportunity to make in-depth examinations

of examples of a range of theoretical positions that inform recent and contemporary practice, and to use such

debate, not only to reflect critically upon their own work, but also to locate their practice within the context of

historical, social, cultural and professional currents. Key areas for consideration may include theories and

debates surrounding the production, circulation and consumption of contemporary fine art as well as the

cultural perspectives and values that have shaped contemporary fine art practice, including issues of

representation such as gender, modernity, Modernism, Postmodernism, globalisation, the media, and issues of

sustainability.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Fashion Design and Fashion and Fashion Business: CTFAD – FAD2S/ FASFB2S
Module name: Fashion Business 3: The Practice of Fashion Business
Module code: 5CTA1174
Semester:
Credits: 30

Module Aims:
Develop evidence based learning through business engagement collaboration, analysis and critical evaluation.

Develop an understanding of core management competencies.

Enable you to acquire and develop a broad knowledge and critical understanding of the fashion process in

relation to fashion business through a case study.

Communicate ideas clearly in a variety of formats.

Develop an understanding of the functionality of fashion business through the option of a professional work

experience in their main area of study.

Intended Learning Outcomes:
Successful students will typically:

Understand the methods used to gather and evaluate relevant information as a basis for strategic decisionmaking

for small to medium size fashion enterprises and corporations; (A4)

Critically analyse a given enterprise, and offer recommendations to improve various business activities via a

written report; (A5)

Understand how a given enterprise operates in terms of its company structure, managerial action and

organisational behaviour; (A6)

Analyse information and experiences, formulate independent judgements, and articulate reasoned arguments

through reflection, review and evaluation; (B3)

Successful students will typically:

Study independently, set goals, manage workloads and meet deadlines; (D3)

Communicate ideas and analyse work responding to defined assignments for specific audiences in a range of

situations using visual, oral or written forms; (D5)

Module Content:

This module focuses on the understanding of fashion and fashion business from a commercial perspective

using critical analysis and investigation of a brand/business through a detailed case study/market research

analysis.

Students will build on their previous learning and will produce a detailed case study/market research analysis of

a relevant and contemporary global fashion business. The module is designed for students to research a

business, to understand how it functions, the product and the customer. The module focuses on students'

observational, analytical and presentation skills and should include primary and secondary research that may

include active participation and input from the selected business.

The case study/market research analysis should include a written report with visual references of 2500 to 3000

words. The outcome should highlight an advanced understanding of the business and should clearly

communicate its core functions and management competencies. The body of work should include a proposal

that would make a positive impact to enhancing the business. This could be, f or example, to improve systems

and processes or recommendations to introduce a new line.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Graphic Design: CTGD – GRD2S / GRD2EX

Module name: Graphic Design Essentials Part 2

Module code: 5CTA1107

Semester:

Credits: 45

Module Aims:
Develop, enhance and build upon core skills in graphic design.

Understand fundamental principles of graphic design for screen.

Develop skills in core related digital design software.

Acquire a growing knowledge and appreciation of historical and contemporary graphic design that begins to

inform their own practice.

Intended Learning Outcomes:
Successful students will typically:

Have knowledge and understanding of

How core design principles can be applied to the development of digital/screen based solutions (A1, A6, C1).

Core design software in relation to digital graphic design (A1, A4, C1).

Successful students will typically:

Be able to

Critically reflect on their design practice and develop an increasingly confident language in support of the

presentation of their work (B2, D4, D6).

Confidently exercise judgement and decision making as part of their design process (B6)

Develop a wide range of diverse and appropriate ideas through research, development and reflection, in

response to set briefs (B1, B2, B4, C2, C4).

Module Content:
This module builds on the first pathway module in Semester B (Level 4), and aims to both reinforce core skills,

knowledge and creative application, whilst introducing students to new essential skills and technologies such

as web design and other screen applications. Skills are delivered via a series of workshops and these are

tested through a series of appropriately professionally focused projects. There is an increasing focus on idea

generation and the skills necessary to gather, edit and utilise content. Workshops and project briefs will

reinforce core skills in typography and layout whilst focusing on digital design and emerging digital media

platforms that form the bulk of most professional design studios' workload.

Pre and Co requisites:
None

Total hours: 450
Assessment:

Exam	Coursework	Practical
%	100%	%

Graphic Design: CTGD – GRD2S / GRD2EX
Module name: C&CS Level 5 Graphic Design and Illustration
Module code: 5CTA1075
Semester:

Credits: 30

Module Aims:
Develop critical insight into a range of Graphic Design & Illustration practices and debates and locate their

own practice within a wider cultural context

understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform

contemporary practice and use those insights to reflect upon their own practice

extend their study and enquiry skills, evaluating sources and experiences

show self-reliance, taking responsibility for their own learning and development

develop skills in critical analysis which inform their discipline practice

communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:
Successful students will typically:

have knowledge and understanding of:

recent and contemporary Graphic Design & Illustration practices and the cultural, commercial, professional

and institutional forces that shape them (A1, A2).

some of the histories, theories and critical issues and debates that inform recent and contemporary Graphic

Design & Illustration practice (A1, A2).

some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their

own practice (B6, D3).

Successful students will typically:

be able to;

study in a self-reliant manner by setting goals, managing their own learning , coordinating workloads,

attending scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study

(D2, D3, D7).

develop further skills in critical analysis including an ability to identify appropriate questions for enquiry;

formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others

(B1, B4). manage the processes of enquiry using a variety of resources to gather material, evaluate sources and

experiences, document findings and develop a line of reasoning supported by evidence (B1).

communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary and

academic conventions of reference (B6, D4).

Module Content:

This module encourages students to see critical and cultural studies as a vital tool for innovative and wellinformed

practice. It offers students the opportunity to explore a range of theoretical positions that inform recent

and contemporary practice. Students will be asked to use the findings to reflect critically upon their own work

and to locate their practice within the context of historical, social, cultural, digital and professional currents.

Indicative themes will include the various cultural perspectives that have shaped design practice in industrial,

post industrial and international contexts, issues of representation, gender, globalization; class; theories and

debates surrounding production, circulation and consumption. Students will be required to write an essay of

between 2000 – 2500 words or an equivalent seminar presentation demonstrating research and communication

skills, academic writing conventions such as references, and links with studio practice, and a 2000-2500 word

essay detailing the theoretical/historical/cultural influences upon/context of their design practice.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Graphic Design: CTGD – GRD2S / GRD2EX

Module name: Graphic Design Professional Development

Module code: 5CTA1109

Semester:

Credits: 15

Module Aims:

Understand their developing practice as learners and designers.

Consider the importance of the presentation of their work in various portfolio formats.

Consider ideas and issues in relation to self-promotion.

Further develop an increasingly intimate knowledge of contemporary graphic design practice, the industry and the professional environment, and employability factors.

Intended Learning Outcomes:

Successful students will typically:

Have knowledge and understanding of

Professional practice, be that freelance or within established studios/consultancies – how these operate, the opportunities within them and how these relate to their own practice (A1, A2, A6).

Their own strengths and weaknesses as learners and student designers, and how to articulate, develop and focus upon their learning needs (B4, D2, D3).

Successful students will typically:

Be able to

Employ tenacity, resourcefulness and entrepreneurial skills in relation to self promotion and employability (D4,

D6, D7, D8).

Successfully promote and market oneself with a view to opening a dialogue with graphic design employers

(A6, C2, C4, D1).

Work effectively within a team, demonstrating good communication skills (D4, D5).

Module Content:

This module aims to allow students an insight in to the world of graphic design via a reflective journal that explores the individuals 'state of learning' and also through a study of a number of leading design practices. A

self-authored journal addresses a number of professionally related themes and encourages students to reflect on their developing thoughts, opinions, beliefs and professional aspirations as emerging designers. An aspect of this journal further encourages students to consider the work of professional studios in relation to their own work as students.

Pre and Co requisites:
None

Total hours: 150

Assessment:

Exam	Coursework	Practical
%	100%	%

Graphic Design: CTGD – GRD2S / GRD2EX

Module name: Live Projects

Module code: 5CTA1111

Semester:

Credits: 30

Module Aims:

Work in a highly realistic manner for external professional live clients, solving real design problems. Realise the academic standards required for national competition briefs and Level 6 work. Realise the potential of working collaboratively in a dynamic studio environment.

Intended Learning Outcomes:

Successful students will typically:

Have knowledge and understanding of

The application of research methods, idea generation and visual languages, materials and techniques in pursuit of appropriate, high quality design solutions (A3, A4, B2, B3, B5, C1, C2).

How to successfully plan and independently manage a programme of work both independently and collaboratively in order to meet specified outcomes and deadlines (A5, D2, D5, D7).

Successful students will typically:

Be able to

Develop a vocabulary in support of their work, take on board input from a range of audiences and respond professionally (B2, D4, D6).

Demonstrate a growing confidence with the design process including thorough research, idea generation, self reflection and the critical evaluation of ideas and solutions (A5, B1, B2, B4, B6, C4, D3).

Module Content:

This module provides a crucial opportunity to put into practice all the skills, understanding and knowledge acquired thus far on the programme. Key activities will be focused on one or more practical design briefs drawn from the various national and international design competitions such as Design & Art Direction (D&AD), Young Creative's Network (YCN) and International Society of Typographic Designers (ISTD), as well as at least one opportunity to work on a brief set by a professional external client. These projects are designed to significantly raise the students' working efforts and standards in preparation for producing professional and competition standard work. Project work might typically include areas such as branding and identity design, packaging, typography, advertising, editorial and digital / web / screen design.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Graphic Design: CTGD – GRD2S / GRD2EX

Module name: C&CS Level 5 Graphic Design and Illustration

Module code: 5CTA1075

Semester:

Credits: 30

Module Aims:

Develop critical insight into a range of Graphic Design & Illustration practices and debates and locate their own practice within a wider cultural context understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice extend their study and enquiry skills, evaluating sources and experiences show self-reliance, taking responsibility for their own learning and development develop skills in critical analysis which inform their discipline practice communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding of:

recent and contemporary Graphic Design & Illustration practices and the cultural, commercial, professional and institutional forces that shape them (A1, A2).

some of the histories, theories and critical issues and debates that inform recent and contemporary Graphic Design & Illustration practice (A1, A2).

some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their own practice (B6, D3).

Successful students will typically:

be able to;

study in a self-reliant manner by setting goals, managing their own learning , coordinating workloads,

attending scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study

(D2, D3, D7).

develop further skills in critical analysis including an ability to identify appropriate questions for enquiry;

formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others

(B1, B4). manage the processes of enquiry using a variety of resources to gather material, evaluate sources and experiences, document findings and develop a line of reasoning supported by evidence (B1).

communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary and academic conventions of reference (B6, D4).

Module Content:

This module encourages students to see critical and cultural studies as a vital tool for innovative and wellinformed practice. It offers students the opportunity to explore a range of theoretical positions that inform recent and contemporary practice. Students will be asked to use the findings to reflect critically upon their own work and to locate their practice within the context of historical, social, cultural, digital and professional currents.

Indicative themes will include the various cultural perspectives that have shaped design practice in industrial, post industrial and international contexts, issues of representation, gender, globalization; class; theories and debates surrounding production, circulation and consumption. Students will be required to write an essay of between 2000 – 2500 words or an equivalent seminar presentation demonstrating research and communication skills, academic writing conventions such as references, and links with studio practice, and a 2000-2500 word essay detailing the theoretical/historical/cultural influences upon/context of their design practice.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Illustration: CTIL – ILL2S / ILL2EX

Module name: Illustration Essentials Part 2

Module code: 5CTA1108

Semester:

Credits: 45

Module Aims:

Develop and utilise advanced technical skills in a range of techniques and processes.

Further understand and implement the design process in order to produce effective, creative and professional artwork.

Effectively generate and develop ideas to solve problems.

Demonstrate an individual approach to image making.

Intended Learning Outcomes:

Successful students will typically:

Have knowledge and understanding of

Techniques, technologies, crafts and materials appropriate to illustration (A4, B3, C1).

How exploration, trial and accident can aid the development of a personal visual language (A5, B1).

Successful students will typically:

Be able to

Present work that demonstrates increasing competence, individuality and proficiency in communicating ideas within the context of a brief (A3, B2, B5, C1, C2, C3, D1).

Demonstrate a growing confidence in self reflection and the critical analysis of their own work such that they can make informed judgements as to the aesthetic and functional merits of their work (B4, B6).

Module Content:

The primary purpose of this module is to build on the first Level 4 illustration pathway module, encouraging a deeper knowledge and understanding of key practical skills essential to a developing effective and creative visual communication.

As with Illustration Essentials Pt.1, this is a practical, workshop-heavy module exposing students to a wide and varied platform for image making equipping them with a more advanced visual 'toolbox'.

With an emphasis on the creative 'journey', through exploration of a wide variety of media and materials;

experimentation of processes, techniques and methodologies, students will develop a personal and competent visual language.

Students will be introduced to aspects of the industry forming the foundation for further and deeper investigation.

Pre and Co requisites:
None

Total hours: 450

Assessment:

Exam	Coursework	Practical
%	100%	%

Illustration: CTIL – ILL2S / ILL2EX

Module name: C&CS Level 5 Graphic Design and Illustration

Module code: 5CTA1075

Semester:

Credits: **30**

Module Aims:

Develop critical insight into a range of Graphic Design & Illustration practices and debates and locate their own practice within a wider cultural context understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice extend their study and enquiry skills, evaluating sources and experiences show self-reliance, taking responsibility for their own learning and development develop skills in critical analysis which inform their discipline practice communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding of:

recent and contemporary Graphic Design & Illustration practices and the cultural, commercial, professional and institutional forces that shape them (A1, A2).

some of the histories, theories and critical issues and debates that inform recent and contemporary Graphic Design & Illustration practice (A1, A2).

some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their own practice (B6, D3).

Successful students will typically:

be able to;

study in a self-reliant manner by setting goals, managing their own learning , coordinating workloads,

attending scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study

(D2, D3, D7).

develop further skills in critical analysis including an ability to identify appropriate questions for enquiry;

formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others

(B1, B4). manage the processes of enquiry using a variety of resources to gather material, evaluate sources and

experiences, document findings and develop a line of reasoning supported by evidence (B1).

communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary and

academic conventions of reference (B6, D4).

Module Content:

This module encourages students to see critical and cultural studies as a vital tool for innovative and wellinformed practice. It offers students the opportunity to explore a range of theoretical positions that inform recent and contemporary practice. Students will be asked to use the findings to reflect critically upon their own work and to locate their practice within the context of historical, social, cultural, digital and professional currents.

Indicative themes will include the various cultural perspectives that have shaped design practice in industrial, post industrial and international contexts, issues of representation, gender, globalization; class; theories and debates surrounding production, circulation and consumption. Students will be required to write an essay of between 2000 – 2500 words or an equivalent seminar presentation demonstrating research and communication skills, academic writing conventions such as references, and links with studio practice, and a 2000-2500 word essay detailing the theoretical/historical/cultural influences upon/context of their design practice.

Pre and Co requisites:

None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Illustration Professional Development

Module code: 5CTA1110

Semester:

Credits: 15

Module Aims:

Develop a knowledge of business and industry structures and roles in order to identify suitable and appropriate career paths.

Develop an understanding of the illustration industry and commissioning process including aspects of self promotion and marketing; receiving and answering a brief; business and law; copyright and ownership of artwork.

Work effectively as a group and to explore the potential of collaborative practices.

Understand and implement methods of self promotion and marketing with a view to establishing contacts, maximising exposure and gaining work experience.

Intended Learning Outcomes:

Successful students will typically:

Have knowledge and understanding of

Aspects of historical, current, social, cultural and professional/legal issues that inform and relate to their individual practice and the visual communications industry (A1, A2, A6).

The methods and processes used to successfully promote creative design work against competition and to professional audiences (A3, C1, D1).

Successful students will typically:

Be able to

Successfully generate ideas, concepts and proposals both independently and collaboratively in response to set briefs and negotiated study (A5, B2, B5, C2, C3, D5).

Work effectively within a team, demonstrating good communication skills (D4, D5).

Produce work and identify actions in response to input and feedback from a variety of sources, including critical self reflection, and demonstrate a range of personal and entrepreneurial skills (B6, D3, D6, D8).

Module Content:

This module provides contextual knowledge and experience relating to professional practice in the visual communications industry, both nationally and internationally. The objective is to equip students with first hand knowledge of the professional life of an illustrator and the experience of how artwork is commissioned. It brings students into direct contact with industry professionals and practitioners in the field, in order to gain experience of the ways in which their artwork may be used in professional contexts.

Pre and Co requisites:

None

Total hours: 150

Assessment:

Exam	Coursework	Practical
%	100%	%

Illustration: CTIL – ILL2S / ILL2EX
Module name: Commissions
Module code: 5CTA1112
Semester:
Credits: **30**

Module Aims:
Put acquired knowledge and skills into practice via a number of professionally realistic set briefs including

competitions and live briefs.

Realise the academic standards required of national competition briefs and Level 6 work.

Understand the commissioning process and interaction with clients.

Bring awareness and understanding to their work through critical analysis, reflection and aesthetic judgement.

Intended Learning Outcomes:
Successful students will typically:

Have knowledge and understanding of Key aspects of professional illustration practice and how these relate to the production of creative work for specified audiences (A1, A6, B2)

The illustration industry, its practitioners, sectors, markets and audiences (A1, A2).

Successful students will typically:

Be able to

Successfully generate ideas, concepts and proposals both independently and collaboratively in response to industry realistic briefs and comment, criticism and feedback from a variety of sources (B2, C2, D5, D6).

Demonstrate a growing confidence in the development and application of a personal visual language, recognising their strengths and weaknesses as learners and communicators (A3, B3, C1, C2, C3, D3).

Develop arguments in support of their work, take on board input from a range of audiences, and respond professionally in terms of project development, studentship, organisation and personal responsibility (D4, D6,

D7).

Module Content:
Level 5 brings with it an increasing emphasis on the professional world, and as such projects within this module will be closely modelled on realistic industry commissions. Briefs will follow industry protocol introducing and installing good professional practice. Projects will cover a broad range of areas to encourage personal, individual expression and allow students to explore and map out the potential landscape of the world of professional illustration. Project work might typically include editorial illustration, illustration for all forms of publishing and the creation of illustrated books.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Illustration: CTIL – ILL2S / ILL2EX

Module name: C&CS Level 5 Graphic Design and Illustration

Module code: 5CTA1075

Semester:

Credits: **30**

Module Aims:

Develop critical insight into a range of Graphic Design & Illustration practices and debates and locate their own practice within a wider cultural context understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice extend their study and enquiry skills, evaluating sources and experiences show self-reliance, taking responsibility for their own learning and development develop skills in critical analysis which inform their discipline practice communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding of:

recent and contemporary Graphic Design & Illustration practices and the cultural, commercial, professional and institutional forces that shape them (A1, A2).

some of the histories, theories and critical issues and debates that inform recent and contemporary Graphic Design & Illustration practice (A1, A2).

some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their own practice (B6, D3).

Successful students will typically:

be able to;

study in a self-reliant manner by setting goals, managing their own learning , coordinating workloads, attending scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study (D2, D3, D7).

develop further skills in critical analysis including an ability to identify appropriate questions for enquiry;

formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others (B1, B4). manage the processes of enquiry using a variety of resources to gather material, evaluate sources and experiences, document findings and develop a line of reasoning supported by evidence (B1).

communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary and academic conventions of reference (B6, D4).

Module Content:

This module encourages students to see critical and cultural studies as a vital tool for innovative and wellinformed practice. It offers students the opportunity to explore a range of theoretical positions that inform recent and contemporary practice. Students will be asked to use the findings to reflect

critically upon their own work and to locate their practice within the context of historical, social, cultural, digital and professional currents.

Indicative themes will include the various cultural perspectives that have shaped design practice in industrial, post industrial and international contexts, issues of representation, gender, globalization; class; theories and debates surrounding production, circulation and consumption. Students will be required to write an essay of between 2000 – 2500 words or an equivalent seminar presentation demonstrating research and communication skills, academic writing conventions such as references, and links with studio practice, and a 2000-2500 word essay detailing the theoretical/historical/cultural influences upon/context of their design practice.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Interior Architecture and Design: TCIAD – IAD2S / TCARCH – ARCH2S

Module name: C&CS L5 History and Theory – People, Buildings and Cities

Module code: 5CTA1139

Semester:

Credits: 30

Module Aims:

Develop critical insight into a range of contemporary practices and debates in Architecture and locate their own practice within a wider cultural context. Understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice. Extend their study and enquiry skills, evaluating sources and experiences. Show self-reliance, taking responsibility for their own learning and development. Develop skills in critical analysis which inform their discipline practice. Communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically:

* Apply thinking through analysis and communication that underpins the historical and contemporary theories of architecture, art and design, technology and human science. (KU3)

* Demonstrate an awareness of urban design, planning and urbanism appropriate to the discipline. (KU4)

Successful students will typically:

be able to:

* Integrate critical thinking, research and analytical skills (IS2)

* Contextualise and convey ideas and intentions eloquently through visual, oral and written media. (IS3)

* Demonstrate the ability to conceptualise and convey complex ideas using a range of media. (PTS4)

Module Content:

This module aims to encourage students to see critical and cultural studies as a vital tool to further innovative and well-informed practice in Architecture. Students will consider a range of theoretical positions that inform recent and contemporary practice, to reflect critically upon their own work and to locate their practice within cultural and professional contexts. Key areas include the various cultural perspectives that have shaped design practice, including innovation; technology and sustainability. The module will utilise themes, debates and case studies identified in the studio. Teaching and learning will be integrated into studio modules and will take the form of lectures, practical and theoretical seminars, visits and workshops. There will be a particular emphasis on student analysis of contemporary practice and innovation through presentations and visual analysis. To complement discipline specific studies, the module will enable students to develop their analytical skills through a variety of theoretical approaches. The module will build upon the repertoire of study skills of research, critical analysis and communication established at Level 4.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Interior Architecture and Design: TCIAD – IAD2S / TCARCH – ARCH2S
Module name: Advanced Technology

Module code: 5CTA1140

Semester:

Credits: 30

Module Aims:
Develop the ability to integrate technology through an exploration of design ideas. Understand the impact of the chosen building technology in the design proposal. Further develop knowledge of structure, construction materials, environmental conditions and sustainability for

architecture and interior architecture. Make sustainability and green issues central to the design processes. Further develop modelling and prototyping skills. Understand the building cost of chosen design. Be aware of relevant building regulations and legal requirements.

Intended Learning Outcomes:
Successful students will typically:

* Have knowledge and understanding of issues surrounding building regulations, cost factors, principles of construction management of projects. (KU2)

Successful students will typically:

* Be in a position to integrate the technical aspects of design, including structural characteristic, comfort and internal condition of buildings. (PTS1)

* Be able to respond to environmental factors, through the development and realisation of a realistic design proposal. (PTS2)

* Integrate and communicate a comprehensive understanding and awareness of the user in relation to buildings, the built environment and place. (PTS5)

* Be able to demonstrate the application of creative skills with reference to design solutions in response to a project brief. (IS1)

* Analyse problems that synthesise appropriate solutions appropriate to the discipline. (IS4)

Module Content:
This module explores design thinking in conjunction with 1:1 physical exploration, through research of a selected part of a building and supported with the study of the lighting, acoustic and other environmental conditions. It explores the site, not just as space but as a deep manipulation of surfaces, structure and construction which integrates functional, environmental and expressive roles. This module also introduces students to the current regulatory bodies and codes typical of the built environment.

Pre and Co requisites:
None

Total hours: 300
Assessment:

Exam	Coursework	Practical

%	100%	%

Module name: Design Skills 2

Module code: 5CTA1151

Semester:

Credits: 30

Module Aims:

Develop digital modelling techniques in relation to the representation and communication of design.

Introduce time-based techniques for mapping and communicating design ideas, research and realisations.

Develop an understanding of the importance of 'narrative' in representing and communicating design proposals.

Develop complex drafting and annotation skills.

Develop skills geared towards the application of digital technologies in relation to different scales.

Intended Learning Outcomes:

Successful students will typically:

Demonstrate an intermediate awareness of the principles that underpin the design process, including aesthetic and technical requirements of the project. (KU1)

Demonstrate an awareness of the key developments of current and emerging media and technologies and of interand multi-disciplinary approaches related too interior architecture and design at an intermediate level.

(KU6)

Successful students will typically:

Analyse information at an intermediate level and formulate independent judgements, articulating reasoned arguments related to interior architecture and design. (IS5)

Select and make appropriate use of materials, processes and environments relevant to interior architecture and design at an intermediate level. (IS6)

Source and research relevant material, assimilating and articulating relevant findings. (PTS6)

Be resourceful and entrepreneurial at an intermediate level. (PTS7)

Module Content:

This module will be delivered through a series of lectures, practical demonstrations and workshops, in support of the teaching and learning framework for the Design Studio 2. Students will be asked to explore the concept of narrative to underpin the development of design concepts. Students will consider and implement various methods of notation, annotation and documentation using conventional, computer or other related methodologies. Students build on the techniques learnt at level 4 in order to develop and produce a complete design proposal. Students will be expected to produce and present architectural drawings with different media and have full control of file management, including large project files and folder management. This module prepares students with the confidence to create and manage files for digital fabrication. Students will use professional

printing devices (including plotters, 3D printers, CNC routers and laser cutters, where applicable per discipline and learn how to integrate hand drawing, digital editing and 3D modelling in their design process.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Interior Architecture and Design: TCIAD – IAD2S / TCARCH – ARCH2S

Module name: Design Studio 2

Module code: 5CTA1150

Semester:

Credits: 30

Module Aims:

Develop digital modelling techniques in relation to the representation and communication of design.

Introduce time-based techniques for mapping and communicating design ideas, research and realisations.

Develop an understanding of the importance of 'narrative' in representing and communicating design proposals.

Develop complex drafting and annotation skills.

Develop skills geared towards the application of digital technologies in relation to different scales.

Intended Learning Outcomes:

Successful students will typically:

Demonstrate an intermediate awareness of the principles that underpin the design process, including aesthetic and technical requirements of the project. (KU1)

Demonstrate an awareness of the key developments of current and emerging media and technologies and of interand multi-disciplinary approaches related too interior architecture and design at an intermediate level.

(KU6)

Successful students will typically:

Analyse information at an intermediate level and formulate independent judgements, articulating reasoned arguments related to interior architecture and design. (IS5)

Select and make appropriate use of materials, processes and environments relevant to interior architecture and design at an intermediate level. (IS6)

Source and research relevant material, assimilating and articulating relevant findings. (PTS6)

Be resourceful and entrepreneurial at an intermediate level. (PTS7)

Module Content:

This module will be delivered through a series of lectures, practical demonstrations and workshops, in support of the teaching and learning framework for the Design Studio 2. Students will be asked to explore the concept of narrative to underpin the development of design concepts. Students will consider and implement various methods of notation, annotation and documentation using conventional, computer or other related methodologies. Students build on the techniques learnt at level 4 in order to develop and produce a complete design proposal. Students will be expected to produce and present architectural drawings with different media and have full control of file management, including large project files and folder management. This module prepares students with the confidence to create and manage files for digital fabrication. Students will use professional

printing devices (including plotters, 3D printers, CNC routers and laser cutters, where applicable per discipline and learn how to integrate hand drawing, digital editing and 3D modelling in their design process.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Interior Architecture and Design: TCIAD – IAD2S / TCARCH – ARCH2S

Module name: Architectural Design Skills 2

Module code: 5CTA1142

Semester:

Credits: 30

Module Aims:

Develop digital modelling techniques in relation to the representation and communication of design.

* Introduce time-based techniques for mapping and communicating design ideas, research and realisations.

* Develop an understanding of the importance of 'narrative' in representing and communicating design

proposals.

* Develop complex drafting and annotation skills.

* Develop know ledge and demonstrate competency in digital fabrication.

* Develop skills geared towards the application of digital technologies in relation to urban and territorial scale.

Intended Learning Outcomes:

Successful students will typically:

* Demonstrate an awareness of the principles that underpin the design process, including aesthetic and technical requirements of the project. (KU1)

* Demonstrate an awareness of urban design, planning and urbanism appropriate to the discipline. (KU4)

Successful students will typically:

* Integrate critical thinking, research and analytical skills. (IS2)

* Work effectively as part of a team. (PTS3)

* Integrate and communicate an understanding and awareness of the user in relation to buildings, the built environment and place. (PTS4)

Module Content:

This module will be delivered through a series of lectures, practical demonstrations and workshops, in support of the teaching and learning framework for the Design Studio 2. Students will be asked to explore the concept of narrative to underpin the development of design concepts. Students will consider and implement various methods of notation, annotation and documentation using conventional, computer or other related methodologies. Students build on the techniques learnt at level 4 in order to develop and produce a complete design proposal. Students will be expected to produce and present architectural drawings with different media, and have full control of file management, including large project files and folder management. This module prepares students with the confidence to create and manage files for 2D and 3D printing and plan files for digital fabrication. Students will use professional printing devices, including plotters, 3D printers, CNC routers

and laser cutters and learn how to integrate hand drawing, digital editing, CAD, BIM and 3D modelling in their design process. The module will focus on the application of digital technologies in relation to urban and territorial scale, including mapping and analysis of cities and infrastructures.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Interior Architecture and Design: TCIAD – IAD2S / TCARCH – ARCH2S
Module name: Architectural Design Studio 2

Module code: 5CTA1141

Semester:

Credits: 30

Module Aims:
Understand how the public realm is considered in architecture and develop their own position. Develop an understanding of and position in relation to the public realm. Understand and design public buildings and spaces as appropriate. Develop students' use of independent research and exploration. Gain awareness of the public life of buildings within an urban context.

Intended Learning Outcomes:
Successful students will typically:

* Demonstrate an awareness of the principles that underpin the design process, including aesthetic and technical requirements of the project. (KU1)

* Apply critical thinking through analysis and communication that underpins the historical and contemporary theories of architecture, art and design, technology and human science. (KU3)

Successful students will typically:

* Demonstrate the application of creative skills with reference to design solutions in response to a brief. (IS1)

* Analyse problems that synthesise solutions appropriate to the discipline. (IS4)

* Respond to and understand complex ideas through the development and realisation of realistic design proposals. (PTS2)

* Integrate and communicate an understanding and awareness of the user in relation to buildings, the built environment and place. (PTS5)

Module Content:
This module explores the societal aspects of architecture. It considers the relationship between people and buildings and how users perceive, understand and experience the built environment. This module explores buildings within their environment and provides students with an understanding of the consequence of their design for people. Students will investigate the role of public buildings and spaces in the city, their role in the urban context and their meaning in the culture of the city. This module includes aspects of people's needs,

scale, people's flows permeability and resilience. Projects will generally be set within an urban context and focus on the design of a public building. Students will be required to draw out conceptual ideas from a study of specific historical, social and physical aspects of the given area and develop their work to produce a final design in response to a brief. The module brings together aspects from previous studies and requires students to integrate the knowledge and skills they have already learnt into a consistent design proposal.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Talking Models (C&CS)

Module code: 5CTA1064

Semester:

Credits: **30**

Module Aims:

Develop critical insight into a range of contemporary Model Design practices and debates and locate their own practice within a wider cultural context;

understand how cultural, aesthetic, theoretical, social, economic and professional forces may inform contemporary practice and use those insights to reflect upon their own practice;

extend their study and enquiry skills, evaluating sources and experiences;

show self-reliance, taking responsibility for their own learning and development;

develop skills in critical analysis which inform their discipline practice;

communicate ideas clearly in a variety of forms using the conventions of academic reference.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding of:

recent and contemporary Model Design practices and the cultural, commercial, professional and institutional forces that shape them;

some of the histories, theories and critical issues and debates that inform recent and contemporary Model Design practice;

some of the ways in which critical and cultural issues can be used as a tool to interrogate and develop their own practice.

Successful students will typically:

be able to:

study in a self-reliant manner by setting goals, managing their own learning , coordinating workloads,

attending scheduled teaching sessions and meeting deadlines in response to set briefs or self initiated study;

develop further skills in critical analysis including an ability to identify appropriate questions for enquiry;

formulate independent judgements; articulate reasoned arguments; and respond to the critical views of others;

manage the processes of enquiry using a variety of resources to gather material, evaluate sources and

experiences, document findings and develop a line of reasoning supported by evidence;

communicate effectively in written, spoken and visual forms with due consideration for register, vocabulary

and academic conventions of reference.

Module Content:

Building on learning in The Model in Mind module at Level 4, Talking Models further develops knowledge and critical understanding of the contemporary uses of models in the full breadth of their application. Requiring students to identify their own areas of critical interest in relation to both the long traditions and contemporary contexts of models, the module is crucial as an introduction to the kind of 'open' critical enquiry that will characterise Level 6 in cultural studies.

A core series of 'catalyst' lectures and seminars introduces new critical, theoretical and contextual ideas, while supporting students in their own exploration of the broad field of models. Undertaking a detailed survey of traditions, locations, and perspectives, students define a topic of study, formulate a research question or title, and carry out a carefully documented enquiry leading to the submission of an 'essay'-style outcome in an appropriate form.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Design Process and Realisation

Module code: 5CTA1056

Semester:

Credits: **30**

Module Aims:

Further develop, knowledge and understanding of the professional context and applications of Model Design as a medium of communication;

further develop study skills in the research and critical evaluation of a range of information;

further develop design skills including schematic drawings and the representation of three-dimensional volumes;

further develop practical skills in the production of three-dimensional representations to a range of audiences;

further develop a range of communication skills;

develop skills in managing their own learning.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding of:

the context and application of Model Design as a medium of communication;

the role of experimentation and investigation into materials and techniques;

the application of design process and realisation.

Successful students will typically:

be able to:

formulate and construct effective research strategies;

demonstrate advanced skills in the design and production of models;

show clarity of purpose through aesthetic and functional evaluation and realisation of design ideas appropriate to the needs of the audience;

manage their learning, showing planning and reflection, and demonstrate the ability to work independently or with others.

Module Content:

Students are expected to work at a higher level of independence than in level 4, and to engage in critical evaluation throughout the design and execution of this project. By creating a body of research relevant to their field of study, including an understanding of the purpose and audience of their intended model, this offers a sustained exercise in the design, exploration and development of models suitable for use in the Model Design industries. The introduction to, and exploration of a larger sphere of materials and techniques enables the student to develop a broader knowledge base and implement a higher level of design and making skill. Effective selfmanagement is developed and demonstrated

through the ability to meet deadlines, and to present their work in a considered and professional manner.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Turbo A

Module code: 5CTA1054

Semester:

Credits: 15

Module Aims:
Further develop appropriate study skills, including: research, creative design practice, critical awareness, and self-management; further develop practical skills relating to a range of materials and processes.

Intended Learning Outcomes:
Successful students will typically:

have knowledge and understanding of:

the application of some of the key aspects of contemporary Model Design;

a range of visual languages, materials and techniques appropriate to the task.

Successful students will typically:

be able to:

apply a design process which includes appropriate methods of idea development;

create practical solutions through the application of appropriate processes;

demonstrate aesthetic and functional judgements in the realisation of practical and design solutions;

demonstrate the ability to manage a project from conception to realisation within tight time constraints.

Module Content:
These are highly focused one or two-week projects, comprising concentrated periods of intensive making activity and are designed to further develop the student's explorative approach to materials and processes engendered during Level 4. These projects are intensively taught and introduce a range of more complex technical skills and materials. Emphasis is placed on time management through the structure of tight deadlines.

Pre and Co requisites:
None

Total hours: 150

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Turbo B

Module code: 5CTA1055

Semester:

Credits: 15

Module Aims:
Further develop appropriate study skills, including; research, creative design practice, critical awareness, and self-management; further develop practical skills relating to a range of materials and processes.

Intended Learning Outcomes:
Successful students will typically:

have knowledge and understanding of:

the application of some of the key aspects of contemporary Model Design;

a range of visual languages, materials and techniques appropriate to the task.

Successful students will typically:

be able to:

apply a design process which includes appropriate methods of idea development;

create practical solutions through the application of appropriate processes;

demonstrate aesthetic and functional judgements in the realisation of practical and design solutions;

demonstrate the ability to manage a project from conception to realisation within tight time constraints.

Module Content:
These are highly focused one or two-week projects, comprising concentrated periods of intensive making activity and are designed to further develop the student's explorative approach to materials and processes engendered during Level 4. These projects are intensively taught and introduce a range of more complex technical skills and materials. Emphasis is placed on time management through the structure of tight deadlines.

Pre and Co requisites:
None

Total hours: 150

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Contextualised Model (Model Effects)

Module code: 5CTA1204

Semester:

Credits: 30

Module Aims:

Critically evaluate their work in the context of professional practice in Model Design industries;

demonstrate an understanding of and apply key research methods;

gain a sense of their own creative identity, including the direction of their practice within Model Design;

consolidate design and practical making skills;

exercise personal responsibility, initiative, and negotiation skills.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding of…

the relevance of context and audience within Model Effects;

the role of experimentation and investigation leading to creative design solutions;

appropriate methods of design process and realisation;

the process of analysis and discussion of context relating to Model Effects.

Successful students will typically:

be able to:

apply a design process which uses appropriate methods of research, design development and realisation;

demonstrate a further development of practical skills in the production of Model Effects artefacts;

show clarity of purpose through aesthetic and functional judgement in the realisation of design solutions appropriate to the needs of the audience;

manage their learning through subject engagement and commitment, reflection, and planning, including self direction; demonstrate suitable behaviour for working in a professional context independently or with others;

argue rationally and communicate effectively, particularly in the analysis of Model Effects artefacts and their context.

Module Content:

In negotiation with tutors, students generate their own brief, reflecting their interest in a particular field of Model

Design, and with emphasis on professional context. Students initiate self-management through the

development of work plans, incorporating research and analysis of making methods, materials and budgets, and schedules of making, referencing relevant deadlines. Appropriate professional behaviour in the workplace is emphasised and there is the possibility for group work.

Design process will be used throughout and includes: investigation, evaluation and use of appropriate design sources and materials, analysis of client/audience awareness, including fitness for purpose; and presentation skills, both visual and verbal.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Contextualised Model (Special Effects)

Module code: 5CTA1093

Semester:

Credits: 30

Module Aims:

Critically evaluate their work in the context of professional practice in Special Effects;

demonstrate an understanding of and apply key research methods;

gain a sense of their own creative identity, including the direction of their practice within Special Effects;

consolidate design and practical making skills;

exercise personal responsibility, initiative, and negotiation skills.

Intended Learning Outcomes:

Successful students will typically:

have knowledge and understanding of:

the relevance of context and audience within Special Effects;

the role of experimentation and investigation leading to creative design solutions;

appropriate methods of design process and realisation;

the process of analysis and discussion of context relating to Special Effects.

Successful students will typically:

be able to:

apply a design process which uses appropriate methods of research, design development and realisation;

demonstrate a further development of practical skills in the production of Special Effects artefacts;

show clarity of purpose through aesthetic and functional judgement in the realisation of design solutions appropriate to the needs of the audience;

manage their learning through subject engagement and commitment, reflection, and planning, including selfdirection;

demonstrate suitable behaviour for working in a professional context independently or with others;

argue rationally and communicate effectively, particularly in the analysis of Special Effects artefacts and their context.

Module Content:

In negotiation with tutors, students generate their own brief for a Special Effects project with a particular emphasis on the professional context of their work. Students initiate self-management through the development of work plans, incorporating research and analysis of making methods,

materials and budgets, and schedules of making, referencing relevant deadlines. Appropriate professional behaviour in the workplace is emphasized and there is the possibility for group work.

Design process will be used throughout and includes: investigation, evaluation and use of appropriate design sources and materials, analysis of client/audience awareness, including fitness for purpose; and presentation skills, both visual and verbal.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%

Module name: Contextualised Model (Character and Creative Effects)
Module code: 5CTA1203
Semester:
Credits: 30

Module Aims:
Critically evaluate their work in the context of professional practice in Character and Creative Effects;

demonstrate an understanding of and apply key research methods;

gain a sense of their own creative identity, including the direction of their practice within Character and Creative Effects;

consolidate design and practical making skills;

exercise personal responsibility, initiative, and negotiation skills.

Intended Learning Outcomes:
Successful students will typically:

have knowledge and understanding of:

the relevance of context and audience within Character and Creative Effects;

the role of experimentation and investigation leading to creative design solutions;

appropriate methods of design process and realisation;

the process of analysis and discussion of context relating to Character and Creative Effects.

Successful students will typically:

be able to:

apply a design process which uses appropriate methods of research, design development and realisation;

demonstrate a further development of practical skills in the production of Character and Creative Effects artefacts;

show clarity of purpose through aesthetic and functional judgement in the realisation of design solutions appropriate to the needs of the audience;

manage their learning through subject engagement and commitment, reflection, and planning, including self direction; demonstrate suitable behaviour for working in a professional context independently or with others;

argue rationally and communicate effectively, particularly in the analysis of Character and Creative Effects artefacts and their context.

Module Content:
students generate their own brief for a Character and Creative Effects project with a

particular emphasis on the professional context of their work. Students initiate self-management through the development of work plans, incorporating research and analysis of making methods, materials and budgets, and schedules of making, referencing relevant deadlines. Appropriate professional behaviour in the workplace is emphasised and there is the possibility for group work.

Design process will be used throughout and includes: investigation, evaluation and use of appropriate design sources and materials, analysis of client/audience awareness, including fitness for purpose; and presentation skills, both visual and verbal.

Pre and Co requisites:
None

Total hours: 300

Assessment:

Exam	Coursework	Practical
%	100%	%