

1. Qualification FdSc	2. Programme Title Creative Technologies	3. UCAS Code TBD	4. Programme Type Modular FdSc Full Time
<p>5. Main Purposes and Distinctive Features of the Programme</p> <p>Main Purposes</p> <ul style="list-style-type: none"> i. To provide students with a broad based education in the design, development and application of creative technologies. ii. To equip students with the skills and knowledge necessary to pursue a successful career in the digital media industries. iii. To develop in students an ability to design, produce and market digital media material. iv. To promote in students a capability to adapt to a rapidly changing dynamic working environment. <p>Distinctive Features</p> <ul style="list-style-type: none"> i. Choice from a comprehensive range of creative technologies application areas. ii. Extensive practical activities using state of the art laboratory equipment. iii. Personalised learning programmes. iv. Opportunities for industrial projects and placements. v. Extensive use of e-learning material 			

6. What a graduate should know and be able to do on completion of the programme

Graduates will have demonstrated knowledge and skills in the following :-

<p><i>Knowledge and understanding in the context of the subject(s)</i></p> <ul style="list-style-type: none"> i. Digital technologies, structures and principles of operation. ii. Design systems, methodologies and production techniques iii. Types and applications of digital design software iv. Artistic evaluation and implementation. v. Marketing and promotional techniques <p><i>Cognitive skills in the context of the subject(s)</i></p> <ul style="list-style-type: none"> i. Assist in the evaluation a given set of technical and artistic requirements for a creative technologies application. ii. Interpret a specification iii. Execute an implementation plan for a creative technologies project. iv. Analyse appropriate artistic approaches for a creative design activity. v. Design, integrate and test digital media material vi. Devise and implement appropriate human computer interaction techniques to maximise effectiveness. vii. Identify and solve technical problems associated with the design and delivery of digital media material 	<p><i>Subject-specific practical/professional skills</i></p> <ul style="list-style-type: none"> i. Use a range of computer systems and networks ii. Configure appropriate computer hardware and software for a creative technologies application iii. Utilise appropriate techniques and technologies to construct digital media material iv. Utilise design software for graphics, animation, video, audio, virtual reality, special effects and interactive applications. v. Prepare appropriate documentation and deliver relevant presentations <p><i>Other skills (e.g. key/transferrable) developed in subject or other contexts</i></p> <ul style="list-style-type: none"> i. Use a range of computing and IT facilities ii. Communicate effectively orally and in Writing iii. Manage time and resources effectively iv. Engage in continual professional development
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7. Qualities, Skills & Capabilities Profile

The educational and training goals of the programme seek to develop and demonstrate the following qualities, skills, capabilities and values in its graduates

A Cognitive	B Practical	C Personal & Social	D Other
Design and synthesis;	Computing hardware, software and network configuration;	Self motivation;	Technical report writing;
Applied problem solving;	Digital media material design and implementation;	Organisation and time management;	Presentation;
Flexibility of thought;	Artistic evaluation and implementation;		Investigation;
			Information gathering;

8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units

2 years full time on a 2 semesters per year basis and comprising 240 credits of study

120 credits at level 1

120 credits at level 2

Foundation Degree - 240 credits

	Optional Modules	Core Modules	Project
Level 2	<ul style="list-style-type: none"> ● Multimedia & Website Design ● Level Design 2 ● Video Production for Interactive Media 2 	<ul style="list-style-type: none"> ● Digital and Traditional Animation ● 3D games Art II ● Video Effects Production ● Digital media Research Marketing and Promotion 	<ul style="list-style-type: none"> ● Work Based Learning

Certificate of Higher Education – 120 credits

Level 1		<ul style="list-style-type: none"> ● Digital Media ● Website Production ● Creative Design ● Narrative Techniques for Visual Imagery ● Games Reviewing ● Video Production for Interactive Media 1 ● Games Design & Level Design ● Virtual world Realisations 	
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9. Learning, Teaching and Assessment Strategy

Learning and Teaching Methods

Active learning is promoted by lectures, seminars, demonstrations, videos and

10. Other Information

Date programme first offered
September 2008

Admissions Criteria

240 UCAS points in a relevant Creative or Technology

guided student centred activities. In particular, extensive use will be made of online study techniques. Practical skills will be acquired through laboratory sessions, demonstrations, assignments and projects.

Assessment Methods

Assessment tasks are linked to the learning outcomes of each module and are normally completed by the end of each module. Types of assessment include :-

Written examinations (unseen or open-book), essays, assignments, projects, case study analyses, in-class tests (practical, written or online), demonstrations and interviews.

based subject is the desirable entry requirement. However students may be offered a place with a minimum of 160 UCAS points and a strong relevant portfolio subject to interview.

Applicants for all these courses must also have five GCSE passes or equivalent at grade C or above including Mathematics and English, or Key Skills level 2 Numeracy and Communications. Applicants may be required to attend for interview

Special consideration may be given to mature applicants over 21 years of age without the specified qualifications but with relevant work/life experience.

All suitable applicants will normally be invited to an Open Day, providing the opportunity to meet the staff and other students and view the campus, faculty and subject group facilities.

Accreditation for prior learning (APL/APEL) will be available.

Indicators of Quality and Standards

- i. Validated by panel with external subject specialists
- ii. External examiner validates level 1 and level 2 assignments and examinations
- iii. Subject to University of Bolton quality policies and procedures

Level 1 120 Core							Programmes
No.	Title	Level	Credits	Prereqs	Option/Core	Notes	
MWD1000	Digital Media	HE4	20		Core	Required for MWD2001	Web based with some sound & video, some streaming
MWD1001	Website Production	HE4	20		Core	Required for MWD2001, MWD3002	Web based, some scripting
MWD1003	Creative Design	HE4	20		Core	Required for MWD3002	Focus on traditional design skills with digital outcome
LCT1025	Narrative Techniques for Visual Imagery	HE4	10		Core		Storyboards for animation using traditional and digital skills.
GAD1003	Games Reviewing	HE4	10		Core		Written
LCT1028	Video Production for Interactive Media	HE4	10		Core		Premiere
GAD1001	Games Design & Level Design	HE4	20		Core	Required for GAD2001	Games engine, eg. Unreal
LCT1026	Virtual world Realisations	HE4	10		Core	Required for GAR2000 II	Visualisation and 3DS Max Modelling

Level 2 100 Core + 20 option							Programmes
No.	Title	Level	Credits	Prereqs	Option/Core	Notes	
LCT2522	Digital and traditional Animation	HE5	20	LCT1025	Core		Flash and traditional animation
GAR2000	3D games Art II	HE5	20	LCT1026	Core		3D programme eg. Max. Maya
SFX2001	Video Effects Production	HE5	20		Core		SFX programme, eg. AFX + Premiere
LCT2524	Digital Media Research Marketing and Promotion	HE5	10		Core		Written
MWD2001	Multimedia & Website Design	HE5	20	MWD1000	Option	Required for MWD3002	Web based programmes and scripting
LCT2523	Video Production for Interactive Media 2	HE5	20	LCT1028	Option		Premiere, etc
GAD2001	Level Design 2	HE5	20	GAD1001	Option	Required for GAD3001	Games engine, eg. Unreal
SED2002	Work Based Learning	HE5	30		Core		open

Module Mapping

The following table shows the modules which specifically address each of the learning outcomes for both levels.

LEARNIG OUTCOME	MWD1000	MWD1001	MWD1003	LCT1025	GAD1003	LCT1028	GAD1001	LCT1026	LCT2522	GAR2000	SFX2001	MWD2001	LCT2521	GAD2001	SED2002	LCT2524
K1	X					X	X			X		X	X	X		
K2	X					X	X				X	X	X	X		
K3	X					X	X					X	X	X		
K4			X	X					X		X					
K5					X	X			X				X		X	X
S1	X					X	X					X	X	X		
S2	X					X	X					X	X	X		
S3		X				X	X	X			X	X	X	X		
S4	X	X				X	X	X		X		X	X	X		
S5					X	X					X	X	X		X	X
C1			X						X	X	X					
C2		X					X	X	X	X				X		
C3		X													X	
C4			X						X	X				X		
C5		X				X			X		X		X			
C6	X	X	X						X	X						
C7	X	X	X			X			X		X		X			
O1	X					X			X			X	X			
O2					X	X			X	X			X			X
O3	X	X					X				X	X		X	X	
O4	CPD MONITORING THROUGH TUTORIAL SESSIONS													X	X	

See next page for explanation of Core Skills codes

Knowledge and understanding in the context of the subject(s)

- K1 Digital technologies, structures and principles of operation.
- K2 Design systems, methodologies and production techniques
- K3 Types and applications of digital design software
- K4 Artistic evaluation and implementation.
- K5 Marketing and promotional techniques

Subject-specific practical/professional skills

- S1 Use a range of computer systems and networks
- S2 Configure appropriate computer hardware and software for a creative technologies application
- S3 Utilise appropriate techniques and technologies to construct digital media material
- S4 Utilise design software for graphics, animation, video, audio, virtual reality, special effects and interactive applications.
- S5 Prepare appropriate documentation and deliver relevant presentations

Cognitive skills in the context of the subject(s)

- C1 Assist in the evaluation a given set of technical and artistic requirements for a creative technologies application.
- C2 Interpret a specification
- C3 Execute an implementation plan for a creative technologies project.
- C4 Analyse appropriate artistic approaches for a creative design activity.
- C5 Design, integrate and test digital media material
- C6 Devise and implement appropriate human computer interaction techniques to maximise effectiveness.
- C7 Identify and solve technical problems associated with the design and delivery of digital media material

Other skills (e.g. key/transferable) developed in subject or other contexts

- O1 Use a range of computing and IT facilities
- O2 Communicate effectively orally and in writing
- O3 Manage time and resources effectively
- O4 Engage in continual professional development

12. Module Tables