

#### 10.4 HND Program Specification

1. Qualification HND	2. Programme Title Creative Technologies	3. UCAS Code TBD	4. Programme Type Modular HND Full Time and Part Time
<p data-bbox="203 428 1062 468"><b>5. Main Purposes and Distinctive Features of the Programme</b></p> <p data-bbox="203 495 412 527"><b>Main Purposes</b></p> <ul data-bbox="203 562 1487 898" style="list-style-type: none"><li data-bbox="203 562 1487 636">i. To provide students with a broad based education in the design, development and application of creative technologies.</li><li data-bbox="203 663 1487 737">ii. To equip students with the skills and knowledge necessary to pursue a successful career in the digital media industries.</li><li data-bbox="203 764 1487 837">iii. To develop in students an ability to design, produce and market digital media material.</li><li data-bbox="203 865 1487 898">iv. To promote in students a capability to adapt to a rapidly changing dynamic working environment.</li></ul> <p data-bbox="203 968 480 999"><b>Distinctive Features</b></p> <ul data-bbox="203 1035 1390 1350" style="list-style-type: none"><li data-bbox="203 1035 1390 1087">i. Choice from a comprehensive range of creative technologies application areas.</li><li data-bbox="203 1104 1390 1157">ii. Extensive practical activities using state of the art laboratory equipment.</li><li data-bbox="203 1173 1390 1226">iii. Personalised learning programmes.</li><li data-bbox="203 1243 1390 1295">iv. Opportunities for industrial projects and placements.</li><li data-bbox="203 1312 1390 1350">v. Extensive use of e-learning material provided within a Virtual Learning Environment.</li></ul>			

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

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

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

## 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 diplomates

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; 3-4 years part time organised on a 2 semesters per year basis and comprising 240 credits of study

160 credits at level 1 including 20 credits Core Skills and 20 credits balancing studies

80 credits at level 2 including a 20 credit project

### *Higher National Diploma - 240 credits*

	<b>Optional Modules</b>	<b>Core Modules</b>	<b>Project</b>
Level 2	Choice of level 2 modules from:-  Multimedia & Website Development Games Design Special Effects Development Sound Engineering & Design		20 credit individual project with self managed integration, extension & practical application of knowledge

### *Certificate of Higher Education – 120 credits*

Level 1	Choice of level 1 modules from:-  Multimedia & Website Development Games Design Special Effects Development Sound Engineering & Design	Core Skills	
---------	---	-------------	--

## 9. Learning, Teaching and Assessment Strategy

### Learning and Teaching Methods

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

## 10. Other Information

### Date programme first offered

September 2005

### Admissions Criteria

#### **Standard Requirements**

One GCSE A2 level pass with 80 points  
or

Advanced Vocational Certificate of Education (AVCE) six unit award with 80 points  
or

Edexcel/BTEC National 6 unit Award

#### **Non Standard Entry**

Other equivalent qualifications, such as Scottish Higher passes, the Irish Leaving Certificate International Baccalaureate.  
or

Pass in a Kitemarked Access to Higher Education course.

or

Applicants under 21 will normally also require five GCSE passes at grade C or above including Mathematics and English or equivalent. Mature applicants over 21 years, without the above qualifications, but with relevant life/work experience will be considered for admission following an interview with a member of the course team.

#### **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. Validated by Edexcel Foundation



## 10.5 HND Programme Modules

### Level 1

Module Number	Module Title	Credits	Programme
CST1009	Computer Systems Architecture	20	Multimedia and Website Development
MWD1000	Digital Media	20	
MWD1001	Website Production	20	
MWD1002	Programming for the Web	20	
MWD1003	Creative Design	20	
LCT1017	Introduction to Computing Technologies	20	
PDD1007	Introduction to Visualisation	20	Special Effects Development
PDD1006	Visual Studies 1	20	
SFX1001	Visualisation 2	20	
CST1200	Programming and Design 1	20	
PAV1216	Media Production	20	
GAD1000	Games Scripting 1	20	Games Design
GAD1002	Games History and Context	20	
GAD1003	Games Reviewing	10	
GAD1001	Games Design and Level Design	20	
PDD1013	Introduction to Visualisation Technology	10	
FSD1000	Sound in Context	10	Sound Engineering and Design
FSD1003	Science of Sound	10	
FSD1004	Studio Techniques	20	
FSD1005	Introduction to Synthesis & MIDI	20	
FSD1002	Electronic Music-Theory & Practice	20	
FSD1006	Digital Sound Production	20	
<b>ECE1000</b>	<b>Core Skills</b>	<b>20</b>	Common to all programmes

Mandatory modules in bold

## Level 2

Module Number	Module Title	Credits	Programme
LCT2504 LCT2512 CST2503 CST2505 LCT2505 MWD2000 MWD2001	Computer Security Unix Database Theory and Practice Human Computer Interaction Computer Sound Processing Digital Imaging and Video Multimedia and Website Design	20 20 20 20 20 20 20	Multimedia and Website Development
SFX2000 SFX2001 SFX2008	Special Effects Modelmaking 1 Video Effects Production Special Effects Specialisation	20 20 20	Special Effects Development
GAD2000 GAD2002 GAD2001 PDD2007	Games Scripting 2 Games Narrative and Design Level Design 2 Computer modelling and Art	20 20 20 20	Games Design
FSD2000 FSD2006 LCT2505 FSD2003 FSD2005	Contemporary Studies Electronic Composition Computer Sound Processing Post Production Techniques Studio Design	10 20 20 20 10	Sound Engineering and Design
<b>LCT2513</b>	<b>Project</b>	<b>20</b>	Common to all programmes

Mandatory modules in bold

## 10.6 Mapping of HND Learning Outcomes to Modules

### Learning Outcomes

#### *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

## Mapping

Due to the wide range of optionality in this programme it will not be possible to map every combination of module. The following however details an example for a student electing to follow a digital media design theme.

LEARNIG OUTCOME	LCT1017	MWD1003	ECE1000	CST1009	MWD1004	MWD1003	MWD1000	MWD1001	MWD1002	LCT2504	LCT2512	CST2503	CST2505	LCT2505	MWD2000	MWD2001	LCT2513
K1	X		X	X						X	X	X	X				
K2	X	X			X					X	X						
K3	X	X				X	X	X						X	X	X	X
K4		X					X	X	X			X	X		X	X	X
K5								X						X	X	X	X
S1	X	X	X		X		X			X	X					X	
S2	X			X	X					X	X						X
S3		X					X	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	X
C1	X						X					X	X			X	X
C2								X								X	X
C3								X								X	X
C4		X						X	X						X	X	X
C5		X				X		X				X			X	X	X
C6		X		X		X	X	X	X	X				X	X	X	X
C7	X			X	X				X	X	X						X
O1		X	X				X	X						X	X	X	
O2		X	X	X	X	X			X	X	X	X				X	X
O3			X					X						X	X	X	X
O4			X				X	X						X	X	X	X