

Course Code:

TBC

1. Course Title:

Studio – Study Abroad Stage 3 Terms 2 & 3

2. Academic Session:

2013-14

3. Level:

SCQF Level 9

4. Credits:

70

5. Lead School/Board of Studies:

Inter-School Board of Studies

6. Course Contact:

Inga Paterson

7. Course Aims:

This course aims to:

- Provide an opportunity for students to enhance their education by adding a new, international perspective, by developing an understanding that culture influences how one thinks and reasons, and by expanding their capacity for effective action through learning skills to operate effectively in an international situation.
- To introduce the influential factors in content development and aesthetic components of rich media and screen-based imagery and to provide an opportunity to develop creative practice and software skills in the creation of digital artefacts
- Provide the opportunity to investigate and appraise interface design and interactive devices.
- Provide an opportunity for students to extend their interdisciplinary creative approach and collaborative teamwork abilities in an intercultural context.

8. Intended Learning Outcomes of Course:

After full participation in and successful completion of the programme, students should be able to:

- Demonstrate a willingness to seek out international or intercultural opportunities;
- Demonstrate knowledge of other cultures (including beliefs, values, perspectives, practices, and products);
- Demonstrate knowledge of their culture within a global and comparative context (that is, the student recognizes that their culture is one of many diverse cultures and that alternate perceptions and behaviors may be based in cultural differences);
- Execute a defined project using a selection of art, design and digital skills, techniques and practices that incorporates, for example: imagery, audio, motion, 3D and interaction;
- Research and appraise a variety of interactive interfaces and devices in relation to interaction with networked media content;
- Understand group dynamics to negotiate effectively and participate collaboratively in the project development activities to meet a specified deadline;
- Demonstrate creative practice and deliver a piece of correctly formatted digital content to a set problem by a specified deadline.

9. Indicative Content:

- A range of studio based projects concerned with the acquisition of creative skills in digital art and design practice;
- Screen based digital content design and creation;
- Consideration of interface design and interactive devices.
- Team collaboration and the stages of a group lifecycle.

10. Description of Summative Assessment:

No.	Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments) or length (exam)
1	Portfolio	Review of Portfolio Submission	100%	End of Session

10.1 Please describe the Summative Assessment arrangements:

Portfolio submission

11. Formative Assessment:

One to one guidance and progress guidance

11.1 Please describe the Formative Assessment arrangements:

One to one guidance and progress guidance

12. Collaborative:Yes No **12.1 Teaching Institutions:**[Click here to enter text.](#)**13. Requirements of Entry:**

Equivalent to Stage 3 (Level 9) end of term 1

14. Co-requisites:

None

15. Associated Programmes:

None

16. When Taught:

Terms 2 & 3

17. Timetable:

Weekly

18. Available to Visiting Students:Yes No **19. Distance Learning:**Yes No **20. Placement:**Yes No

21. Learning and Teaching Methods:		
Method	Formal Contact Hours	Notional Learning Hours (Including formal contact hours)
Lecture	8	80
Studio	56	560
Seminar/Presentation	6	60
Tutorial		
Workshop		
Laboratory work		
Project work		
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay		
Private Study	Not Applicable	
Other (please specify below)		
TOTAL	70	700

22. Description of "Other" Teaching and Learning Methods:
None

23. Additional Relevant Information:
None

24. Indicative Bibliography:
<p>Colson, R., 2007. The Fundamentals of Digital Art. Ava Publishing</p> <p>Block, B., 2008. The Visual Story: Creating the Visual Structure of Film, TV and Digital Media. Focal Press</p> <p>Bentkowska-kafe, A., 2009. Digital Visual Culture: Theory and Practice (Computers and the History of Art). University of Chicago Press</p> <p>Moggoridde, B., 2006. Designing Interactions. MIT Press</p> <p>Garrett, J., 2010. The Elements of User Experience: User-Centred Design for the Web and Beyond. New Riders</p>

Date of production / revision	08 September 2014
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