

Course Code:

UACT323X

Session

2015/16

1. Course Title:

Studio – Study Abroad Stage 3 Terms 2 and 3

2. Version:

1.0

Date of Production/Revision

Session 2014/15

Approval Date

21 April 2015 (CAG)

3. Level:

SCQF Level 9

4. Credits:

50

5. Lead School/Board of Studies:

School of Design

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 an opportunity for students to extend their interdisciplinary creative approach and collaborative teamwork abilities in an intercultural context

8. Intended Learning Outcomes of Course:

By the end of this course students will 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/or interaction
- 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
- Team collaboration and the stages of a group lifecycle

10. Description of Summative Assessment:

Portfolio Submission

10.1 Please describe the Summative Assessment arrangements:

A portfolio will be submitted for summative assessment.

Where a student is required to resubmit work for assessment, this will be managed within the course of the academic session.

11. Formative Assessment:

One to one feedback and guidance on progress being made.

11.1 Please describe the Formative Assessment arrangements:

One to one feedback and guidance on progress being made.

12. Collaborative:

Yes

No

12.1 Teaching Institutions:

5T

13. Requirements of Entry:

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

14. Co-requisites:

Design Domain, FoCI

15. Associated Programmes:

BA (Hons) Interaction Design

16. When Taught:

Terms 2 and 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	4	40
Studio	17	170
Seminar/Presentation	4	40
Tutorial	8	80
Workshop	0	0
Laboratory work	0	0
Project work	17	170
Professional Practice	0	0
E-Learning / Distance Learning	0	0
Placement	0	0
Examination	0	0
Essay	0	0
Private Study	Not Applicable	0
Other (please specify below)	0	0
TOTAL	50	500

22. Description of "Other" Teaching and Learning Methods:

Not Applicable

23. Additional Relevant Information:

None

24. Indicative Bibliography:

- Manovich, L., 2013. *Software takes Command*. Bloomsbury Academic.
- Castells, M., 2013. *Communication Power*. OUP Oxford.
- Shirky, C., 2009. *Here Comes Everybody: How Change Happens when People Come Together*. Penguin.
- Reas, Casey., 2010. *Form+Code in Design, Art, and Architecture*. Princeton Architectural Press
- Gere, C., 2009. *Digital Culture*. Reaktion Books.
- Colbourne, G., 2010. *Simple and Usable*. New Riders.

Date of production / revision

30 March 2015