

Course Code:

UACT101

Session:

2017/2018

1. Course Title:

Studio 1

2. Version

1.1

Date of Production/Revision:

2016/17

Approval Date:

30 AUGUST 2017 PACAAG

3. Level:

Level 7

4. Credits:

80

5. Lead School/Board of Studies

School of Design

6. Course Contact:

Inga Paterson

7. Course Aims:

The course aims to introduce:

- key historical and contemporary influences relating to digital methods in art and design practice. In addition, routine navigation and way-finding behaviours and systems used in both virtual and physical environments will be established. Routine technical skills in 3D digital modelling software will be introduced. Students will also develop studio practice, an interdisciplinary creative approach and collaborative teamwork abilities

Content Theme

- routine issues and practice required for developing and producing creative content and rich media for distribution across different platforms. In addition, audience engagement and user experience concepts will be established. Students will also develop their creative practice and drawing and/or pre-production skills

Connectivity Theme

- key theories and theorists within the field of digital culture and the evolving trends and concepts relating to information and creative practice in networked culture. In addition, students will learn routine research skills and develop flexible working practice

Computation Theme

- development of computing and routine electronic technologies and programming languages used in the creation of digital artefacts. In addition, the routine principles of interaction design will be established and students will develop their communication and time management skills

8. Intended Learning Outcomes of Course:

By the end of this course students will be able to:

Knowledge and Understanding

- identify and discuss some leading digital artists and designers and describe some new media art and digital design practice
- identify and discuss routine navigation and way-finding behaviours and systems used in both virtual and physical environments
- identify and summarise key stages in the history of computational devices and systems
- explain in outline the fundamentals of interaction design
- identify and summarise key stages in the evolution and use of communication networks used in society

Applied Knowledge and Understanding

- explore, refine and communicate ideas through drawing and pre-production documentation
- apply routine technical skills in the production of digital media
- apply and develop digital concepts and creative proposals using a variety of approaches, skills and creative methodologies by a set deadline
- experiment with the core building blocks of computation
- review some relevant high-level languages appropriate for new media art and digital design
- Illustrate drawing and communication skills with a variety of media
- demonstrate critical awareness of engaging, exemplary digital media
- demonstrate divergent and convergent thinking skills in the processes of production

Professional Practice: Communication, Presentation, Working with Others

- work effectively as part of a creative development team, identifying and developing individual aptitudes
- demonstrate routine communication, presentation and time management skills
- access and interpret information from a variety of sources to engage in informed discussions about the topics studied in this course
- demonstrate flexibility and mobility in working practice
- apply research skills in collecting, documenting, visualising, and sketching for concept development

9. Indicative Content:

A series of project based learning activities including a range of set studio projects exploring the fundamental characteristics, creative and technical processes associated with the specialist discipline.

10. Description of Summative Assessment:

No.	Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments) or length (exam)
1	Studio Based Project Participation	Review of Portfolio Submission	100	End of Semester 2
10.1 Please describe the Summative Assessment arrangements:				
Students are required to submit a portfolio of studio work for summative assessment at the end of the course. This is compulsory and must be submitted in order to attain the credits. Coursework components will be assessed in an integrated manner against a common set of assessment criteria.				

11. Formative Assessment:

Portfolio Submission

11.1 Please describe the Formative Assessment arrangements:

Studio project work (portfolio) will be subject to formative assessment delivered by way of face-to-face and group tutorials.

12. Collaborative:Yes No **12.1 Teaching Institutions:**

Not Applicable

13. Requirements of Entry:

None

14. Co-requisites:

None

15. Associated Programmes:

BA (Hons) Interaction Design

16. When Taught:

Semesters 1 and 2

17. Timetable:

To be advised on the virtual learning environment.

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	0	0
Studio	30	300
Seminar/Presentation	4	40
Tutorial	10	100
Workshop	6	60
Laboratory work	0	0
Project work	30	300
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	80	800

22. Description of "Other" Teaching and Learning Methods:
Not Applicable

23. Additional Relevant Information:
None

24. Indicative Bibliography:
<ul style="list-style-type: none"> • Manovich, L., 2013. Software takes Command. Bloomsbury Academic • Castells, M., 2013. <i>Communication Power</i>. OUP Oxford • Shirky, C., 2009. <i>Here Comes Everybody: How Change Happens when People Come Together</i>. 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.

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