

**Course Code:**

UACT301

**Session:**

2017/2018

**1. Course Title:**

Studio 3

**2. Version**

1.3

**Date of Production/Revision:**

2016/17

**Date of Approval:**

30 AUGUST 2017 PACAAG

**3. Level:**

Level 9

**4. Credits:**

80

**5. Lead School/Board of Studies:**

School of Design

**6. Course Contact:**

Inga Paterson

## 7. Course Aims:

The course aims to:

- consolidate students' knowledge, skills and practices and encourage a professional approach to working in an interdisciplinary team to create an interactive digital artefact. Students will be required to exercise team negotiation and project management skills and take a creative project from idea inception through prototyping and evaluation stages to project completion
- appraise students of the history and impact of digital methods in new media arts and digital design practice and explore the dynamic relationships between humans, technology and physical and virtual spaces. In addition students will develop principal skills, techniques and practices in new media arts development, interactive design and aspects of audio design.

### *Content Theme*

- introduce students to theories behind CGI, real-time, dynamic and procedural generated imagery. Students will consolidate creative practice and apply a selection of advanced skills, techniques and practices in the creation of digital content that can incorporate imagery, audio, motion, 3<sup>D</sup> and/or interaction.

### *Connectivity Theme*

- consolidate student understanding of contemporary networked culture and integrate knowledge of emerging networks and trends in interactive digital development. In addition, students will investigate input/interface devices; develop an understanding of production and consumption issues, and consider accessibility, ownership and ethical issues.

### *Computation Theme*

- enable students to evaluate the main areas and defining features of responsive computing and electronic technologies, and the conventions underpinning the programming languages used in relevant open source and standard software. In addition students will address professional issues and work under guidance with qualified practitioners.

## 8. Intended Learning Outcomes of Course:

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

### *Knowledge and Understanding*

- demonstrate awareness of routine protocols, topologies and technologies of emerging networks and associated input/interface devices and platforms
- critically assess the ways in which digital culture has resulted in new forms of social cohesion and identity construction
- evaluate defining features of responsive computation devices and systems relevant to creative digital development
- address ethical, ownership and moral issues
- demonstrate a broad and integrated knowledge and understanding of the dynamic relationship between humans, technology and physical and virtual spaces
- appraise a variety of input/interface devices in relation to interaction

### *Applied Knowledge and Understanding*

- design and build an interactive digital artefact using responsive computational techniques and practices
- demonstrate an understanding of issues relating to CGI, real-time, dynamic and procedural generated imagery and other relevant forms
- apply a selection of advanced skills, techniques and practices in the creation of digital content
- demonstrate an understanding of creative development and exposition of digital content
- appraise and apply a range of routine skills, techniques, and practices associated with audio design
- apply a selection of principal skills, techniques and practices in digital interaction design
- apply routine programming techniques used to create an interactive digital piece
- apply principal skills and practices of interaction and navigation design

### *Professional Practice: Communication, Presentation, Working with Others*

- consider group dynamics and negotiate effectively and participate collaboratively in the project development activities to meet a specified deadline
- work collaboratively to select and apply suitable techniques for prototyping an interactive media artefact
- execute a team defined project using a selection of advanced skills, techniques and practices
- define a topic for investigation and demonstrate an explorative approach to new media art or digital design
- demonstrate and apply professional working practice

**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:**

Successful completion of Level 8 (Year 2) or equivalent.

**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

<b>21. Learning and Teaching Methods:</b>		
<b>Method</b>	<b>Formal Contact Hours</b>	<b>Notional Learning Hours</b> (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
<b>TOTAL</b>	<b>80</b>	<b>800</b>

<b>22. Description of "Other" Teaching and Learning Methods:</b>
None

<b>23. Additional Relevant Information:</b>
None

<b>24. Indicative Bibliography:</b>
<ul style="list-style-type: none"> <li>• Casey Reas Ben Fry 2015. <i>Processing A Programming Handbook for Visual Designers and Artists</i>. MIT Press</li> <li>• Norman, D., 2013. <i>The Design of Everyday Things</i>. MIT Press</li> <li>• Benyon, D., 2013. <i>Designing Interactive Systems: A Comprehensive Guide to HCI, UX and Interaction Design</i>. Pearson</li> <li>• Langdon, M., 2014. <i>The Work of Art in a Digital Age: Art, Technology and Globalisation</i>. MIT Press</li> <li>• Leung, L., 2011. <i>Digital Experience Design: Ideas, Industries, Interaction</i>. University of Chicago Press</li> <li>• Oddey, A., 2011. <i>Modes of Spectating</i>. University of Chicago Press</li> <li>• Wands, B., 2007. <i>Art of the Digital Age</i>. Thames &amp; Hudson</li> </ul>

Date of Production/Revision	July 2017
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