

Course Code:

UACT401

Session:

2017/2018

1. Course Title:

Studio 4

2. Version

1.3

Date of Production/Revision:

2016/17

Date of Approval

30 August 2017

3. Level:

Level 10

4. Credits:

100

5. Lead School/Board of Studies:

School of Design

6. Course Contact:

Inga Paterson

7. Course Aims:

The course aims to:

- encourage a professional approach to the creation of a large-scale digital project and give the opportunity to consolidate knowledge, skills, practices and thinking in creative digital development. To exercise autonomy and initiative and practice in a range of professional level contexts
- execute a defined project of research, development or investigation and identify and implement relevant outcomes using a range of the principal skills, practices and/or materials associated creative digital development
- develop research skills and consolidate knowledge and understanding in one or more specialisms some of which are informed by or at the forefront of creative development in interaction design
- extend critical understanding of the key theories, concepts and principles of issues relevant to arts practice within the context of digital culture. To demonstrate an entrepreneurial outlook by developing self-direction and motivation

8. Intended Learning Outcomes of Course:

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

Knowledge and Understanding

- analyse and discuss specific knowledge relating to the characteristics, terminology and practices of a Interaction Design subject specialism
- critically appraise some of the key theories, concepts and principles of computation and connectivity and/or content relating to new media arts and digital design practice
- present and articulate research/reflective material in a way that is organised and clearly displays thought process, opinion, and interpretation

Applied Knowledge and Understanding

- execute a defined digital project using a range of the principal skills; practices and/or materials associated with interactive digital development.
- undertake independently a creative project using appropriate techniques to consolidate and focus individual artistic style
- demonstrate a distinctive, consolidated and focused individual contribution to the creation, production and delivery of a working proof of concept for a digital artefact relevant to new media arts and/or digital design practice
- critically evaluate work in progress and be able to adapt its development
- evaluate an argument, a task or a body of evidence relating to creative digital development, and deal effectively with its component parts
- analyse, evaluate critically and interpret the student's own work in the context of creative digital development

Professional Practice: Communication, Presentation, Working with Others

- make formal presentations about chosen topic to informed audiences
- formulate and pitch a synopsis or artistic statement based on creative criteria relevant to new media arts and/or digital design practice
- design and carry out research for a large-scale digital project with limited tutorial guidance
- exercise autonomy and initiative by negotiating discrete assessment criteria and project deliverables
- work with others in developing a critical position as an individual digital creative practitioner and contribute to ongoing studio debate.
- deal with complex subject specialist matters including any ethical or professional issues raised by the discipline

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 9 (Year 3).

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	40	400
Seminar/Presentation	4	40
Tutorial	10	100
Workshop	0	0
Laboratory work	0	0
Project work	36	360
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:

- Gray, C., Malins, J., 2004. *Visualizing Research: A Guide to the Research Process in Art and Design*. Ashgate Publishing Limited
- Turkle, S., 2013. *Alone Together*. Basic Books; First Trade Paper Edition
- Lanier, J., 2011. *You Are Not A Gadget: A Manifesto*. Penguin.
- Schmidt, E., 2014. *The New Digital Age: Reshaping the Future of People, Nations and Business Paperback*. John Murray
- Anderson, C., 2010. *Free: How today's smartest businesses profit by giving something for nothing*. Random House Business
- Kelly, K., 2011. *What Technology Wants*. Penguin Books
- Steane, J., 2013. *The Principles and Processes of Interactive Design*. Fairchild Books