

Course Code:

TBC

1. Course Title:

Art -S4 - Elective

2. Academic Session:

2011-2012

3. Level:

Level 10

4. Credits:

20

5. Lead School/Board of Studies:

Non School Board of Studies

6. Course Contact:

Inga Paterson

7. Course Aims:

To extend critical understanding of the key theories, concepts and principles of issues relevant to arts practice within the context of digital culture. In addition students will be encouraged to demonstrate an entrepreneurial outlook by developing self-direction and motivation. Execute a defined digital arts project using a range of the principal skills, practices and/or materials associated creative digital development.

8. Intended Learning Outcomes of Course:

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

- Critically appraise some of the key theories, concepts and principles of computation and/or connectivity and/or content relating to digital arts practice
- Formulate and pitch a synopsis or artistic statement based on creative criteria relevant to digital arts practice
- 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 proof of concept for a digital artifact relevant to digital arts practice
- Analyse and discuss the creative conception and production process within the context of a specific project
- Execute a defined digital project using a range of the principal skills, practices and/or materials associated creative digital development.

9. Indicative Content:

- Conceptualisation and planning
- Pitching ideas
- Development process
- Prototyping and proof of concept

10. Description of Summative Assessment:

Portfolio Submission

10.1 Please describe the Summative Assessment arrangements:

Summative assessment at end of academic year in form of coursework submission and end of year presentation

11. Formative Assessment:

Critique, progress review, work in progress presentation

11.1 Please describe the Formative Assessment arrangements:

Formative assessments mid term (terms 1,2,3) and end of terms 1 and 2

12. Collaborative:

Yes

No

12.1 Teaching Institutions:

N/A

13. Requirements of Entry:

None

14. Co-requisites:

None

15. Associated Programmes:

BDes (Hons) Digital Culture

16. When Taught:

This course will be delivered in term 1 of stage 4 and will comprise 200 learning hours of which 20 will be direct contact time.

17. Timetable:

Weekly minimum of 1.33 hours per week over 15 weeks

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		
Studio		40
Seminar/Presentation	1	
Tutorial		
Workshop	15	30
Laboratory work		30
Project work		100
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay		
Private Study	Not Applicable	
Other (please specify below)	4	
TOTAL	20	200

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

Lectures
 Guest lectures
 Webcast lectures
 Directed study
 Problem-based projects
 Practical workshops
 Online video tutorials
 Small group discussions

Enquiry-led learning

23. Additional Relevant Information:

N/A

24. Indicative Bibliography:

Stone, D., Jarrett, C., Woodroffe, M., Minocha, S., 2–5. <i>User Interface Design and Evaluation (Interactive Technologies)</i> . Morgan Kaufmann Bernhaupt, R., 2010. <i>Evaluating User Experience in Games: Concepts and Methods (Human-Computer Interaction Series)</i> . Springer
