

Course Code:

TBC

1. Course Title:

Computation-S1

2. Academic Session:

2011-2012

3. Level:

Level 7

4. Credits:

20

5. Lead School/Board of Studies:

Non-School Board of Studies

6. Course Contact:

Inga Paterson

7. Course Aims:

To introduce the historical 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:

- Identify and summarise key stages in the history of computational devices and systems
- Build basic Boolean logic circuits and experiment with the core building blocks of computation
- Review relevant mark-up, scripting and programming languages
- Design and build a simple webpage using markup language
- Explain in outline the fundamentals of interaction design
- Demonstrate routine communication, presentation and time management skills.

9. Indicative Content:

- History of computational devices and systems
- Essential elements of computational systems
- Relevant programming languages
- Basics of webpage creation
- Basics of interaction design

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 presentations

11. Formative Assessment:

Critique, progress review, work in progress presentations

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:

Connectivity – S1 and Content – S1

15. Associated Programmes:

BDes (Hons) Digital Culture

16. When Taught:

This course will be delivered in term 1 of stage 1 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:

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| <ul style="list-style-type: none">• Swade, D., 2001. <i>The Cogwheel Brain</i>. Abacus• Basella, G., 1989. <i>The Evolution of Technology</i>. Cambridge University Press |
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