

**Course Code:**

TBC

**1. Course Title:**

Computation-S2

**2. Academic Session:**

2011-2012

**3. Level:**

Level 8

**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 main areas and defining features of computing and electronic technologies and the conventions underpinning the scripting languages used in standard graphics software package. In addition, the routine principles of interaction and navigation design will be applied and students will develop their problem-solving and project management skills.

**8. Intended Learning Outcomes of Course:**

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

- Evaluate defining features of computational devices and systems relevant to creative digital development
- Design and build a simple interactive digital artifact using routine computational techniques and practices
- Appraise aesthetic components and navigation structures in interactive screen based imagery
- Apply routine scripting techniques used in a standard graphics software package to create an

<p>interactive digital piece</p> <ul style="list-style-type: none"> <li>• Apply routine principles of interaction design</li> <li>• Exercise autonomy and initiative in solving design problems and manage a project to a specified deadline.</li> </ul>
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<b>9. Indicative Content:</b>
<ul style="list-style-type: none"> <li>• Contemporary computational devices and systems used in creative digital development</li> <li>• Conventions of scripting language in a standard graphics package</li> <li>• Application of interaction design</li> <li>• Problem solving and project management</li> </ul>

<b>10. Description of Summative Assessment:</b>
Portfolio Submission
<b>10.1 Please describe the Summative Assessment arrangements:</b>
Summative assessment at end of academic year in form of coursework submission and end of year presentation

<b>11. Formative Assessment:</b>
Critique, progress review, work in progress presentations
<b>11.1 Please describe the Formative Assessment arrangements:</b>
Formative assessments mid term (terms 1,2,3) and end of terms 1 and 2

<b>12. Collaborative:</b>
<p style="text-align: center;">Yes <input type="checkbox"/> <span style="margin-left: 200px;">No <input checked="" type="checkbox"/></span></p>
<b>12.1 Teaching Institutions:</b>
N/A

<b>13. Requirements of Entry:</b>
Computation – S1 or equivalent from other institution

<b>14. Co-requisites:</b>
Connectivity – S2 and Content - S2

<b>15. Associated Programmes:</b>
BDes (Hons) Digital Culture

<b>16. When Taught:</b>
This course will be delivered in term 1 of stage 2 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	
<b>TOTAL</b>	<b>20</b>	<b>200</b>

**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:**

Arthur, B., 2010. *The Nature of Technology: What it is and How it Evolves*. Penguin

Bentkowska-kafe, A., 2009. *Digital Visual Culture: Theory and Practice (Computers and the History of Art)*. University of Chicago Press