

Course Code:

TBC

1. Course Title:

Computation-S3

2. Academic Session:

2011-2012

3. Level:

Level 9

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 responsive computing and electronic technologies, and the conventions underpinning the programming languages used in relevant open source and standard software. In addition, principal skills and practices of interaction and navigation design will be developed and 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:

- Evaluate defining features of responsive computational devices and systems relevant to creative digital development
- Design and build an interactive digital artifact using responsive computational techniques and practices
- Appraise aesthetic components and design theory to navigation structure in environment based interactive artefacts

- Apply routine programming techniques used in an open-source or standard software package to create an interactive digital piece
- Apply principal skills and practices of interaction and navigation design
- Demonstrate and apply professional working practice.

9. Indicative Content:

- Responsive computational devices and systems used in creative digital development
- Conventions of programming language in an open-source or standard graphics package
- Environment based interaction design
- Professional working practice

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 (terms1,2,3) and end of terms 1 and 2

12. Collaborative:

Yes

No

12.1 Teaching Institutions:

N/A

13. Requirements of Entry:

Computation –S2

14. Co-requisites:

Connectivity – S3, Content – S3

15. Associated Programmes:

BDes (Hons) Digital Culture

16. When Taught:

This course will be delivered in term 1 of stage 3 and will comprise 200 learning hours of which 20 will be direct contact time.

17. Timetable:

Weekly minimum of 1.33 hours contact time 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 Case Studies

23. Additional Relevant Information:

N/A

24. Indicative Bibliography:

Leung, L., 2011. <i>Digital Experience Design: Ideas, Industries, Interaction</i> . University of Chicago Press
