

**Course Code:**

TBC

**1. Course Title:**

Content -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 extend understanding of different forms of representational media from hyper-virtual representations to hyper-real simulations. In addition, students will be introduced to GCI, real-time, dynamic and procedural generated imagery. Students will consolidate creative practice and apply a selection of advanced skills, techniques and practices in the creation of digital content that can incorporate imagery, audio, motion, 3<sup>D</sup> and interaction.

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

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

- Compare forms of representational media from hyper-virtual representations to hyper-real simulations and related technical and aesthetic considerations
- Demonstrate an understanding of issues relating to GCI, real-time, dynamic and procedural generated imagery and other relevant forms
- Apply a selection of advanced skills, techniques and practices in the creation of digital content that incorporates, for example: imagery, audio, motion, 3<sup>D</sup> and interaction

- Demonstrate advanced creative practice and deliver a piece of correctly formatted digital content to a set problem by a specified deadline

**9. Indicative Content:**

Representational media  
 CGI, real-time, dynamic and procedural imagery etc  
 Combining media  
 Design considerations

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

**12. Collaborative:**

Yes

No

**12.1 Teaching Institutions:**

N/A

**13. Requirements of Entry:**

Content – S2

**14. Co-requisites:**

Computation – S3 and Connectivity - S3

**15. Associated Programmes:**

BDes (Hons) Digital Culture

**16. When Taught:**

This course will be delivered in term 2 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 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<br>(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  
 Case Studies

**23. Additional Relevant Information:**

N/A

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| <b>24. Indicative Bibliography:</b> |
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|---|
| Hainich, R., 2009. <i>The End of Hardware: Augmented Reality and Beyond</i> . Booksurge Llc |
|---|