

Course Code:

TBC

1. Course Title:

Studio-S3

2. Academic Session:

2011-2012

3. Level:

Level 9

4. Credits:

40

5. Lead School/Board of Studies:

Non-School Board of Studies

6. Course Contact:

Inga Paterson

7. Course Aims:

To consolidate knowledge, skills and practices and encourage a professional approach to working in an interdisciplinary team to create an interactive digital artefact. Students will be required to exercise team negotiation and project management skills and take a creative project from idea inception through testing and evaluation stages to project completion.

8. Intended Learning Outcomes of Course:

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

- Work in a team to generate, visualise and pitch a creative concept to an audience of peers and staff
- Work collaboratively to generate creative concepts evidenced through drawings, 2D and/or 3D digital mock-ups.
- Consider group dynamics and negotiate effectively and participate collaboratively in the project development activities to meet a specified deadline
- Work collaboratively to select and apply suitable techniques for designing and prototyping

an interactive media system

- Execute a team defined project using a selection of advanced skills, techniques and practices that incorporates, for example: imagery, audio, motion, 3^D and interaction
- Develop a creative project from idea inception through testing and evaluation stages to project completion

9. Indicative Content:

- Consolidation
- Teamwork
- Project management documentation and processes
- Testing and evaluation

10. Description of Summative Assessment:

Portfolio Submission

10.1 Please describe the Summative Assessment arrangements:

Summative assessment at end of academic year in the 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 – S3, Connectivity – S3, Content – S3

14. Co-requisites:

None

15. Associated Programmes:

BDes (Hons) Digital Culture

16. When Taught:

This course will be delivered in term 2 and 3 of stage 3 and will comprise 400 learning hours of which

40 will be direct contact time.

17. Timetable:

Weekly minimum of 2.66 hours contact time 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		180
Seminar/Presentation	10	
Tutorial	5	
Workshop	5	20
Laboratory work	10	20
Project work		180
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay		
Private Study	Not Applicable	
Other (please specify below)	10	
TOTAL	40	400

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:

Hahn, D., 2008. <i>The Alchemy of Animation: Making an Animated film in the Modern Age</i> . Disney Editions Garrett, J.,2010. <i>The Elements of User Experience: User-Centred Design for the Web and Beyond</i> . New Riders
