Course Specification

BSc (Hons) Creative Media Technology

Course Code: BSCMT

2019/20

BSc (Hons) Creative Media Technology

Material Information Summary for 2019/20 Entrants

Confirmed at 5th October 2018

General Information

Award	Bachelor of Science (with Honours) Creative Media Technology

Contained Awards	Bachelor of Science Creative Media Technology
Diploma of Higher Education Creative Media Technology
Certificate of Higher Education Creative Media Technology

Awarding Body	Leeds Beckett University

Level of Qualification & Credits	Level 6 of the Framework for Higher Education Qualifications, with 120 credit points at each of Levels 4, 5 and 6 of the UK Credit Framework for Higher Education (360 credits in total)

Course Lengths & Standard Timescales

The standard start date for Leeds Beckett University induction week is reproduced below and relates to the majority of students starting a course in September 2019. A proportion of courses have alternate start dates which are displayed on the online prospectus and additionally will be notified to the students concerned via the offer letter. Non-September starters will also have their start dates confirmed in their offer letters.

- 3 years (full time, campus based)
  Starts 23rd September 2019/ Ends June 2022

- 4 years (full time, campus based with a one year work placement)
  Starts 23rd September 2019/ Ends June 2023

Part Time Study	N/A

Location(s) of Delivery	Headingley Campus, Leeds (plus location of work placement, if applicable)

Entry Requirements	Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer are located here: http://www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning/

Course Fees	Course fees and additional course costs are confirmed in your offer letter

Timetable Information

Timetables will be made available to students during induction week via:

i)	The Student Outlook Calendar
ii)	The Student Portal

iii)   The Leeds Beckett app

Any difficulties relating to timetabled sessions can be discussed with your Course Administrator.

Policies, Standards and Regulations   http://www.leedsbeckett.ac.uk/public-information/

There are no additional or non-standard regulations which relate to your course

Key Contacts

Your Course Director	Hugo Smith
Your Academic Advisor	Ant Pearson (CMT Course Leader)
Your Course Administrator	Maya Kempe-Stanners/Vanessa Melara

Placement Information

Summary	Leeds Beckett is dedicated to improving the employability of our students and one of the ways in which we do this is to support our students to gain valuable work experience through work-based placements. Our placement teams have developed strong links with companies, many of whom repeatedly recruit our students into excellent placement roles and the teams are dedicated to supporting students through every stage of the placement process. More information about the many benefits of undertaking a work placement, along with details about how to contact our placement teams can be found here: **http://www.leedsbeckett.ac.uk/studenthub/placement-information/**
Length	30 weeks, undertaken between year 2 and year 3 (Level 5 and Level 6)
Location	Not specified

Professional Accreditation or Recognition Associated with the Course

Professional Body	**N/A**
How is Accreditation/ Recognition Achieved?	**N/A**
Course Accreditation/ Recognition Period	**N/A**

Course Overview

Aims

This is a practical course which is aimed at creative and dynamic individuals with an interest in digital technology and passion for modern media trends. Teaching and learning takes place on vibrant Headingley Campus which is set within 100 acres of parkland and equipped with modern, state-of-the-art labs and flexible learning spaces.

The Creative Media Technology course aims to deliver a curriculum focused on three core subject areas:

- Design and graphics
- Web and Interactivity
- Professional Practice and Skills

These have been clearly identified by employers as the key skills and attributes that graduates must demonstrate. Each subject area focuses upon the creative application of technology within the discipline and ensures students are versed in the latest industry-standard software packages. The range of businesses that employ graduates from this course, require multi- skilled graduates who can contribute to a variety of projects. Therefore the course offers a broad, multi-disciplinary curriculum and therefore students also have opportunity to engage with specialist areas such as:

- Digital Video
- 3D Graphics and Animation
- Mobile Applications

A distinctive feature of the course is its close links with a range of commercial companies which contribute to an advisory employer forum. These range from digital advertising agencies and web development companies to e-learning producers and video post- production houses. Our relationship with these companies informs our approach to module design and assessment. Our use of an employer forum has direct input into the briefs set for students and a number of our undergraduates have secured year-long industry placements as part of their degree.

Core staff teaching on the course actively pursue research and many lecturers divide their time between their academic work and commercial sector activities. This approach ensures that the student experience keeps pace with the rapidly changing digital environment and provides exposure to academic and employment opportunities.

Throughout the degree course students will encounter a range of learning environments and experiences, preparing them for the modern workplace. These range from responding creatively to real-world briefs, innovative approaches to pitching concepts, working effectively in teams, contextual research techniques and producing work for clients.

Course Learning Outcomes

At the end of the course, students will be able to:

1	Systematically understand the key aspects of creative, technical and professional practice in the creative media industries.
2	Develop and research original ideas, then communicate and manage production workflow and responsibilities to translate these creative ideas into final products, services or content.
3	Critically review established techniques of analysis and design that encompass creative industry standards and practices.
4	Encourage professional development and personal growth through regular engagement with critical reflection on professional practice, including the contributions and performance of self and others when team-working.
5	Independently undertake research and critically evaluate arguments, assumptions, abstract concepts and data (that may be incomplete) and to frame appropriate questions to achieve a solution, or identify a range of solutions, to problems.
6	Develop a portfolio of practical work demonstrating practical skills and employability that facilitates appropriate transition between academic study and the industrial workplace.

Teaching and Learning Activities

Summary

Theoretical and technical materials are delivered via a lecture series. The students are offered the opportunity to develop their understanding of these materials through tutorials, seminars and practical lab workshops. They then apply their new knowledge and skills in the production of practical, product-based assignments.

Evaluation, critique and reflection is embedded in all learning and teaching activities.

Students are challenged and stimulated by the mixture of different assessment types and content: group and individual; technical and artistic; web design, programming, film and audio.

They are encouraged to make best use of their prior experience by using these in their projects. Many students choose to follow up on outside activities by developing industry standard products for external organisations they have been involved with.

Learning activity fosters personalised learning by allowing students to choose their own projects at all levels and to set the scope of these as appropriate.

We provide an inclusive learning environment for a diverse range of students. All laboratories are accessible to all students, and written materials are available in standard electronic formats. Furthermore, the university provides amanuenses and helpers for those who need them.

Your Modules

(Correct for students progressing through the programme within standard timescales. Students who are required to undertake repeat study may be taught alternate modules which meet the overall course learning outcomes. Details of module delivery will be provided in your timetable).

Level 4 Core Modules (2019/20 for FT students)

Graphic Design

Web Authoring

Digital Video

3D Principles

Media Project

The Creative Media Industries

Level 5 Core Modules (2020/21 for FT students)

Web Design

Visual Communication

Video Post-Production

Interactive Media design

Advanced 3D Animation

Group Project

Level 6 Core Modules (2021/22 for FT students and 2022/23 for sandwich placement students)

Production Project

Professional Portfolio

Level 6 Option Modules (delivery years as per Level 6 core modules above)

The following option modules are indicative of a typical year. There may be some variance in the

availability of option modules. Students take three of:

Web Development

Script Writing

Short Story

Motion Design

3D Visualisation

Mobile Gaming

Design Thinking

Assessment Balance and Scheduled Learning and Teaching Activities by Level

The assessment balance and overall workload associated with this course are calculated from core modules and a sample of option module choices undertaken by a typical student. They have been reviewed and confirmed as representative by the Course Director.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, placement activities and independent study. Sandwich placement years spent out of the University are not be included in the calculation unless they are credit bearing and attributed to a level of the course. Modules may have more than 1 component of assessment.

Assessment Balance	Level 4	Level 5	Level 6
Examination	-	-	-
Coursework	67%	100%	70%
Practical	33%	-	30%
Overall Workload			
Teaching, Learning and Assessment	286 hours	228 hours	173 hours
Independent Study	914 hours	972 hours	1027 hours
Placement	-	-	-

Learning Support

If you have a question or a problem relating to your course, your Course Administrator is there to help you. Course Administrators works closely with academic staff and can make referrals to teaching staff or to specialist professional services as appropriate. They can give you a confirmation of attendance letter, and a transcript. You

may also like to contact your Course Rep or the Students' Union Advice team for additional support with course-related questions.

If you have any questions about life at our University in general, call into or contact the Student Hub on either campus to speak to our Student Experience Team. This team, consisting of recent graduates and permanent staff, are available to support you throughout your time here. They will make sure you have access to and are aware of the support, specialist services, and opportunities our University provides. There is a Student Hub on the ground floor of the Rose Bowl at City Campus and one in Campus Central at Headingley. You can also find the team in the Gateway in the Leslie Silver Building at City Campus. The telephone number is 0113 812 3000, and the e-mail address is StudentHub@leedsbeckett.ac.uk.

Within MyBeckett you will see two tabs (Support and Opportunities) where you can find online information and resources for yourselves. The **Support** tab gives you access to details of services available to give you academic and personal support. These include Library Services, the Students' Union, Money advice, Disability advice and support, Wellbeing, International Student Services and Accommodation. There is also an A-Z of Support Services, and access to online appointments/registration.

The **Opportunities** tab is the place to explore the options you have for jobs, work placements, volunteering, and a wide range of other opportunities. For example, you can find out here how to get help with your CV, prepare for an interview, get a part-time job or voluntary role, take part in an international project, or join societies closer to home.