LEEDS BECKETT UNIVERSITY

Course Specification

MSc Creative Technology

2018-19 (MCRCT)

www.leedsbeckett.ac.uk

LEEDS BECKETT UNIVERSITY

School of Computing, Creative Technologies and Engineering

Award and programme title: MSc Creative Technology

Level of qualification: Level 7

Interim awards available:

Award	Title	Level
PGDip	Creative Technology	7
PGCrt	Creative Technology	7

Length and status of programme and mode of study

Programme	Length (years) Status (FT/PT/SW)	Mode (campus-based / DL or other)
MSc Creative Technology	**12 months – September 15 months – January FT**	**Campus-based**
MSc Creative Technology	**24 months PT**	**Campus-based**

Course Specification

Overview and Aims

Within the creative and media industries, small groups of people with strong individual talent have often evolved into innovative companies. Our course will help you develop in your own area of expertise, but with an ability to work creatively with like-minded professionals.

This course gives you the flexibility to study within the broad area of creative technology, while specialising in an area of your choice through option modules. This might encompass

investigating emerging 3D computer animation techniques, working on post-production digital visual effects or exploring interactive 3D environments.

Technological innovation has redefined how films are made and the way visual effects are created to the point where the only limitation is your imagination. This course will allow you to develop your specialist skills and knowledge of digital technology, through the use of new digital tools.

You have the opportunity to create professional quality products, for example working on production and post-production digital visual effects using state-of-the-art digital tools and solutions. Other areas include 3D Technologies and Interactive Environments. You will have the opportunity to build and develop your existing portfolio of work to help you break into this innovative industry.

The main focus will be investigating current technologies in video, post-production and visual effects including advanced video editing techniques, compositing, blue screen/chroma-key technologies and motion graphics. You will also develop a practical understanding of recent and emerging 3D computer modelling, animation, visualisation and rendering techniques and will be encouraged to critically evaluate the relationships between sound, music and image.

Rationale
Creative technology is a unique combination of technical innovation and visual creativity. The course offers a unique combination of technical innovation and visual creativity. Taught by a skilled group of artists, designers and technologists, we pride ourselves on the diversity of our delivery. Currently our tutors include digital artists, visual effects and compositing experts who have between them worked with some of the most important animation, games and visual effects companies in the world including Digital Domain and Rockstar.

We have excellent equipment and resources including a state-of-the-art chroma key and motion capture studio, a suite of high quality professional music studios and a highly experienced and skilled teaching team. This, combined with regular visiting speakers from the music and film industries and a range of links with local and national music, arts, and festival organisations, plus animation, games and visual effects companies, ensures that you get the most from your course

The course is based around a final practical project presented as a showcase/tradeshow style event at the prestigious Northern Technology Institute (rated in the top 10 best UK co-working spaces).

Target Market
The major anticipated demand would be from those with responsibilities for ICT provision and support, typically in small to medium enterprises, but also in larger organisations who aspire to career development through enhanced qualifications, and from those organisations that subcontract to larger businesses, and will be required to align their environmental strategies. These elements of further study allow for students to enhance their portfolios. Students with no formal academic background may also have the relevant

experience and enthusiasm to complete the course. This would allow them a route into an alternate profession or perhaps a greater understanding and ultimately a foot up in their current professions.

The aims of the course are:
1.To offer honours graduates in a Creative Technology discipline, or those with equivalent qualifications, an opportunity to pursue advanced and creative study in the field of Visual Effects, 3D Environments and Interactive Media
2.To expand students' existing knowledge of Creative Technology in order to create a platform from which to launch directed creative research into the applicability, limitations and enhancements of current developments
3.To encourage students to look beyond the technical and technological aspects of the field and consider the how technology can enhance the creative aspect of their work.

Course Learning Outcomes

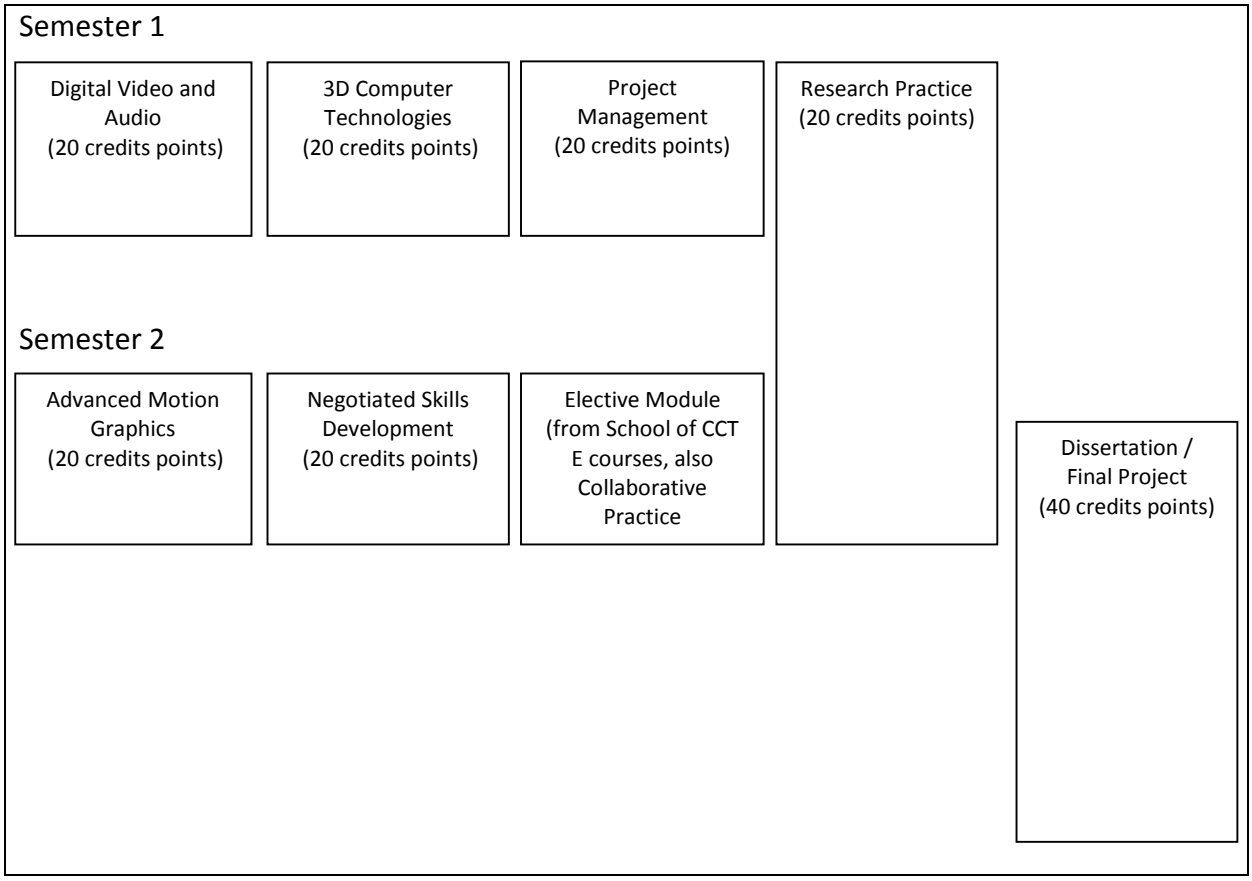
1	critically evaluate, select and apply appropriate technologies, methodologies and tools in the application of Creative Technology Products
2	Identify and develop skills required for the development of a professional portfolio.
3	self-direction and autonomous learning, and originality in the application of knowledge.
4	demonstrate translational skills, which involve the necessary communication between technical and non-technical audiences.

Course Structure

	Level 7
	This course structure encourages students to explore the core themes of process control, management and research along with allowing them to choose from a selected number of electives. During the summer break students will be required to work on research leading to their dissertation/project. Students enrolling at the start of Semester 2 will also be expected to continue their research practice and dissertation over the summer term. In effect a long and thin delivery. The course structure was strongly influenced by the CDT and external bodies. **The aims of the course are:** 1.To offer honours graduates in Digital Visual Effects and Games Design or similar disciplines, or those with equivalent qualifications, an opportunity to pursue advanced study in the field of Creative Technology

2.To expand students' existing knowledge of Creative Technology in order to create a platform from which to launch directed research into the applicability, limitations and enhancements of current developments
3. To encourage students to create Digital Visual and Interactive products suitable for a professional portfolio.
4.To engender a responsible, professional approach to the implementation of organisational changes brought about by the adoption of new technology

Semester 1	Core (Y)	Semester 2	Core (Y)
Digital Video and Audio	Y	Advanced Motion Graphics	Y
3D Computer Technologies	Y	Negotiated Skills Development	Y
Project Management	Y	Electives: • Collaborative Practice • Interactive Environments • Visual Effects • 3D Animation Note: Electives will only run on condition that there are sufficient numbers	N
Research Practice	Y	Dissertation/Project	Y
Semester 3			
Dissertation/Project	Y		



Learning and Teaching

Details relating to contact hours and other key information sets (KIS) are available on the course page of our Online Prospectus on our website.

Learning and Teaching Approaches

The Course employs a wide range of learning opportunities and teaching methods, informed by curriculum review, research-based pedagogical approaches and continuous staff development. Innovative approaches to teaching, learning and assessment are encouraged. The Course expands the application of technology in the delivery of teaching and learning support wherever appropriate.

Scheduled sessions will include the use of lectures, seminars, tutorials and practical laboratory sessions. Advantage will be taken of both technology and supportive activities to ensure that effective learning takes place. These activities will include the use of simulations, case studies, projects, practical work, work-based learning, formative face-to-face and online collaborative discussions and student-led learning.

The University's Virtual Learning Environment (University VLE) is at the heart of all modules. The faculty has moved beyond the use of the VLE as a repository and now the breadth of University VLE's provision is used in collaborative work, 24/7 access, innovative learning and assessment activities. Modules include the provision of formative feedback.

The Teaching and Learning strategy for this award is strongly student – centred and product driven.
The Postgraduate principles are given in the following link:
http://www.leedsbeckett.ac.uk/staff/files/Postgraduate_course_development_principles.pdf

Our links to industry and professional bodies will inform our curriculum and a particular strength of this award will be the inclusion of practitioners to deliver / demonstrate real life solutions to address real-life problems. We make the best use of our part time staff who also work part time for creative industries, for example games studios, video and visual effects to name a few.

Learning and Teaching Activities

Students are supported within an inclusive learning environment, which recognise, accommodates and meets the learning needs of all our students.
For each module students will normally receive a weekly lecture followed by a tutorial or practical lab based session(s). These are supplemented with a number of guest speakers and industry led seminars. In addition all staff provide some availability for students who need personalised learning support.

The module materials and support provided will encourage deep learning the focus of which should support educational gain, as well as educational performance. Deep learning includes reflecting upon, synthesising, applying, critically evaluating and analysing, all an integral part of the course and its assessments. Challenging and industry related tasks will stretch students' capabilities and actively engage them in applying skills and knowledge in their future employment.

The course level assessment strategy will ensure not only support for the assessment of the course learning outcomes but will provide a balance of assessment methods enabling students to progressively develop expertise related to those assessment methods and to have opportunities to build on feedback.

Graduate Attributes (UG only)

N/A

Use of the Virtual Learning Environment

All modules make use of the university VLE – University VLE, with most making extensive use by including a range of learning, teaching and assessment resources including module and assessment guides and workbooks. Many provide additional support materials and self-assessment tests. Assessments are uploaded to the VLE for marking and feedback. Turnitin is used to detect possible plagiarism. Students receive their module marks via the VLE. Adobe Connect web conferencing software is used to offer additional support in some

modules. Web 2.0 tools, such as Skype are commonly used to support students during their Dissertation.

Use of Blended-Learning

All modules are repurposed to include extensive materials (online journals, lecture notes and videos) which provide the opportunity for students to work at their own pace without the need for extensive lecturer contact. Modules contain a range of e-learning resources including e-portfolios, and discussion boards. A good example of the application of Web 2.0 tools is the use of DropBox in order to handle very large files, for example video files. WordPress and Blogger are used for reflection and presentation of product development.

Assessment Strategy

A variety of assessment methods are used to ensure students meet the course and module learning outcomes. These include a primary research (conducting an audit), written assignments, vivas, e-Portfolio, and presentations. Assessments are planned on an annual basis to mitigate against bunching.

The course is designed with strong career themes that run through the modules, assessment on modules within these themes builds on and reinforces previous study. For example Negotiated skills development and dissertation are linked notionally. So are 3D Computer Technologies and Interactive Environments ie those wishing to pursue a Games design theme.

The need for students to develop employable skills such as formal report writing and presentations etc. is recognised as part of the assessment strategy.

Feedback on Assessed Coursework

All modules provide plenty of feed forward and formative feedback opportunities. This allows students time to consolidate prior learning and to work unhindered on assessments; it also provides staff with the opportunity to meet with the students to review progress. Written feedback is given against assessment criteria and in many cases this is provided via the VLE.

Module Assessment Methods

Module Titles	**Core (Y)**	*Digital file / portfolio submission*	*Digital file / portfolio submission & presentation*	*Proposal*	*e-Portfolio & report*	*Presentation*	*Coursework*	*Practical / oral examination*	*Report*	*Exam*	*Dissertation*
Digital Video and Audio	Y				50%	50%					
3D Computer Technologies	Y	20%	80%								
Project Management	Y								50%	50%	
Advanced Motion Graphics	Y				50%	50%					
Negotiated Skills Development	Y				50%	50%					
Collaborative Practice	N			30%		70%					
Interactive Environments	N	30%				70%					
Visual Effects	N				50%	50%					
3D Animation	N	30%/30%	40%								
Research Practice	Y						30%/50%	20%			
Dissertation/Project	Y							20%			80%

Employability and Professional Context

This course offers a route into a rapidly-growing diverse industry with outlets in film, television, games, advertising, design and visualisation. As the industry continues to expand, it requires skilled practitioners.

The development of broad academic, industrial and management skills is encouraged on the course and you will have the opportunity to work collaboratively with visual designers, programmers and technologists you will meet later professionally.

Our staff have a broad range of experience in the animation, visual effects and games industries and can give you help and advice with developing a portfolio tailored to a career in the industry.

In addition, students are also encouraged to undertake projects or volunteering opportunities with outside organisations. Students are also encouraged to undertake

projects for external clients where possible. The School is regularly approached by local recruitment agencies and local employers enquiring about suitable students.

Employability is enhanced through our contacts with industry and links to local employers. Additionally our Careers Advice Service as well as providing students with up-to-date knowledge and skills relevant to the needs of the sector.

The current financial climate is likely to encourage students to be more focussed on a future career path when choosing courses to study and whether to study at Post-Graduate level.

Work-Related Activities

N/A

Placement or Work-Related Activity Level:

N/A

Placement or Work-Related Activity Length in Weeks:

N/A

Type of Placement or Work-Related Activity:

N/A

Reference Points used in course design and delivery

All our courses leading to Leeds Beckett University awards have been designed and approved in accordance with UK and European quality standards. Our courses utilise the Frameworks for Higher Education Qualifications (FHEQ) and relevant subject benchmarks (where these are available) and professional, statutory and regulatory body requirements (for professionally accredited courses).

We review our courses annually and periodically, responding to student feedback and a range of information to enhance our courses. Our University is also subject to external review by the Quality Assurance Agency. Our latest report can be found on the QAA website at http://www.qaa.ac.uk/reviews-and-reports

We appoint External Examiners to verify that our University sets and maintains standards for awards which adhere to relevant national subject benchmark statements and the FHEQ (UK), ensure standards and student achievements are comparable with other Higher Education Institutions in the UK, with which they are familiar, and ensure that assessments measure achievement of course and module learning outcomes and reach the required standard.

External Examiners may also provide feedback on areas of good practice or potential enhancement.

Student Support Network

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.