

Module Specifications

Year/Level: 5
Programme: Digital Media Design

Module:	Perspectives I: exploring Creative Media
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Module Code:	5FTC2096
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Credits:	15
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Module Description:

Mandatory

Building on the learning from the Media in Mind module at Level 4, Connections and Perspectives I further develops knowledge and critical understanding of the contemporary uses of interactive and related media forms, as well as the contexts in which they operate. Support materials and activities introduce new critical, theoretical and contextual ideas, while supporting students in their own exploration of how societies and cultures are mediated through technology. The module becomes a catalyst for their studio practice to embrace narratives that spark discussions in the broader

Module:	Teamwork Practices
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Module Code:	5FTC2098
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Credits:	30
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Module Description:

Mandatory

Few people involved in the creation of digital media artefacts work on their own, more usually mixed-discipline groups are involved in the development of ideas and in the realisation of the artefacts. The effective working of such groups requires team working abilities and skills and an understanding of such things as leadership and membership roles, interpersonal dynamics and shared objectives. This module requires that students develop the skills and practices needed to contribute effectively to shared enterprises either through teamwork or through

Module:	User Experience Design
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Module Code:	5FTC2100
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Credits:	15
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Module Description:

Mandatory

This module looks at users experience with digital media artefacts. Students will learn about commercial approaches to planning, designing and implementing products for mobile devices and browser-based delivery with a particular focus on current approaches to User Experience (UX) design. In turn, the design, production and critical evaluation of digital media artefacts requires a range of theoretical perspectives together with appropriate research, planning, testing and design techniques. These skills are key to working in digital media design at a professional level.

Module:	Perspectives II: exploring Creative Media
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Module Code:	5FTC2097
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Credits:	15
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Module Description:

Mandatory

The module is crucial as an introduction to the kind of open critical enquiry that will characterise the Level 6 C&CS module. Students identify their own areas of critical

Module:	Independent Project
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Module Code:	5FTC2099
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Credits:	30
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Module Description:

Mandatory

This module allows students to propose and develop a project of their own choosing. This module is delivered in two phases. In the first part you will develop a project proposal and in the second phase, you will carry out the project and produce a high quality outcome. In the planning phase, students are required to propose a project and investigate aspects of planning, content and contexts. In the production phase, the student produces their artefact(s) and other materials, managing the project and document their production and creative processes.

Module:	Storytelling and Gaming
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Module Code:	5FTC2101
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Credits:	15
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Module Description:

Mandatory

Through practical creative work and discussion, this module engages students with contemporary ideas about the inter-relationship between narrative and play in games and interactive media. By promoting debate and critical thinking the module seeks to improve students practice via the development of critical reflection and analytic thinking. Students are required to produce media artefacts that creatively incorporate elements of gameplay and interactive narrative. They will write written commentaries