1. **Title of the module**

DIGM5760 (EL576) Second Year Project

1. **School or partner institution which will be responsible for management of the module**

School of Engineering and Digital Arts

1. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

Level 5

1. **The number of credits and the ECTS value which the module represents**

30 credits (15 ECTS)

1. ***Which term(s) the module is to be taught in (or other teaching pattern)***

Spring and Summer

1. **Prerequisite and co-requisite modules**

DIGM5320 (EL532) Professional 3D & Compositing - co-requisite

DIGM5420 (EL542) Creativity in Interactive and Tangible Media – pre-requisite

DIGM5370 (EL537) Digital Portfolio - pre-requisite

1. **The programmes of study to which the module contributes**

BSc Multimedia Technology & Design

BSc Multimedia Technology & Design with a Year in Industry

BA/MArt in Digital Arts

BA/MArt in Digital Arts with a Year in Industry

1. **The intended subject specific learning outcomes.  
   On successfully completing the module students will be able to:**
   1. Understand the concepts of intellectual property rights, privacy and data protection as they relate to creative industries
   2. Carry out research to identify the main parameters, objectives and content area for their chosen project
   3. Prepare a project proposal and project plan for a substantial production project
   4. Undertake a project set against the time and resource constraints
   5. Communicate ideas to a wider audience
2. **The intended generic learning outcomes.  
   On successfully completing the module students will be able to:**

9.1 Use Information and Communication Technologies

9.2 Present and communicate their creative and technical work in a timely manner

9.3 Work in flexible, creative and independent ways and to think critically

9.4 Learn effectively for the purpose of continuing professional development

1. **A synopsis of the curriculum**

The module is concerned with undertaking a substantial digital media project against time and resource constraints. Topics include: intellectual property rights, privacy, data protection, research methods, project planning and management, working in teams. This module prepares students for the demands of the final year project.

1. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

Davies, R. & G. Sighthorsson (2013) *Introducing the Creative Industries: From Theory to Practice.* Sage Publications Ltd.

1. **Learning and teaching methods**20 Contact hours  
   280 Private study hours  
   Total hours for the module 300
2. **Assessment methods**
   1. Main assessment methods

Presentation – 15-minute team presentation (30%)

Project (70%) – 50% for the application (APP), 20% for report; 7,000-10,000 words.

13.2 Reassessment methods

Reassessment instrument - 100% project.

1. ***Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)***

|  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | *8.1* | *8.2* | *8.3* | *8.4* | *8.5* | *9.1* | *9.2* | *9.3* | *9.4* |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |  |
| *Lectures* | x |  | x |  |  |  |  |  | x |
| *Seminars* | x | x | x |  |  |  |  |  |  |
| *Supervisions* |  | x | x | *x* | *x* |  |  |  |  |
| Private Study | x | x | x | x | x | x | x | x | x |
| **Assessment method** |  |  |  |  |  |  |  |  |  |
| *Presentation* | x | x | x |  | x | x | x | x | x |
| *Project* | x | x | x | x | x | x | x | x | x |

1. **Inclusive module design**

The School recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

1. **Campus(es) or centre(s) where module will be delivered**

Canterbury

1. **Internationalisation**

Students use industry software, which is of internationally recognised standard.

During the research stages, students are encouraged to research existing works from a diverse range of individuals and companies in the creative industries, spanning both UK, EU and international communities.

Communication of ideas and concepts using visual images is a form of communication with an international reach.

**FACULTIES SUPPORT OFFICE USE ONLY**

**Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.**

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| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
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