1. **Title of the module**

DIGM6360 (EL636) Final Year Project

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

Engineering and Digital Arts

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

Level 6

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

60 credits (30 ECTS)

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

Autumn and Spring

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

None

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 Digital Arts

BA/MArt 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. Integrate their technical and design observations in a major development project.
	2. Demonstrate proficient use of industry standard tools and techniques.
	3. Demonstrate a thorough understanding of the production process in their chosen area of study.
	4. Produce professional quality document and digital media artefact.
	5. Develop and improve idea generation techniques commensurate with the development of a substantial creative brief.
2. **The intended generic learning outcomes.
On successfully completing the module students will be able to:**
	1. Use Information and Communication Technology.
	2. Communicate effectively in writing, verbally, and through media.
	3. Learn effectively for the purpose of continuing professional development.
	4. Consider and evaluate their own work in a reflective manner.
	5. Work in flexible, creative and independent ways, and apply critical thinking, reasoning and reflection.
	6. Develop ability to organise and manage time and resources within an individual project or group project.
3. **A synopsis of the curriculum**

The final year project is a substantial piece of work based on students’ own personal interests. This may be developing an interactive visual experience, creating a 3D animation, producing a motion graphic, or developing a mobile or web application. The project is a largely independent piece of work, with guidance from an academic supervisor.

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

There is no single recommended textbook. However, the supervisor will usually be able to recommend suitable background material for the project. Students will be expected to undertake a literature search as part of the project.

1. **Learning and teaching methods**

29 Contact hours

571 Private study hours
Total hours 600

1. **Assessment methods**
	1. Main assessment methods

Early Prototype Presentation - 5%, 20 min

Advanced Protoype Presentation - 15%, 20 min

Project - 80% (Documentation - 20% (7000-14000 Word count), Application - 60%)

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* | *9.5* | *9.6* |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |  |  |  |
| Private Study | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |
| Lectures | **X** |  |  |  |  |  |  | **X** |  |  | **X** |
| Supervision |  | **X** | **X** |  | **X** |  | **X** | **X** |  |  |  |
| Early Prototype Presentation | **X** | **X** | **X** | **X** |  | **X** | **X** | **X** |  |  | **X** |
| **Assessment method** |  |  |  |  |  |  |  |  |  |  |  |
| Early prototype presentation | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |  |  | **X** |
| Advanced prototype presentation | **X** | **X** | **X** | **X** |  | **X** | **X** | **X** | **X** |  | **X** |
| Project - application | **X** | **X** |  | **X** | **X** | **X** | **X** | **X** |  | **X** | **X** |
| Project - report | **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 utilise software recognised across the creative industrials on an international level.

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.

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**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) |
| 04/04/18 | Major | September 2018 | 12-14 | No |
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