

10.4 HND Program Specification

1. Qualification HND	2. Programme Title Creative Technologies	3. UCAS Code TBD	4. Programme Type Modular HND Full Time and Part Time
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5. Main Purposes and Distinctive Features of the Programme

Main Purposes

- i. To provide students with a broad based education in the design, development and application of creative technologies.
- ii. To equip students with the skills and knowledge necessary to pursue a successful career in the digital media industries.
- iii. To develop in students an ability to design, produce and market digital media material.
- iv. To promote in students a capability to adapt to a rapidly changing dynamic working environment.

Distinctive Features

- i. Choice from a comprehensive range of creative technologies application areas.
- ii. Extensive practical activities using state of the art laboratory equipment.
- iii. Personalised learning programmes.
- iv. Opportunities for industrial projects and placements.
- v. Extensive use of e-learning material provided within a Virtual Learning Environment.

6. What a diplomate should know and be able to do on completion of the programme

Diplomates will have demonstrated knowledge and skills in the following :-

<i>Knowledge and understanding in the context of the subject(s)</i>	<i>Subject-specific practical/professional skills</i>
<ul style="list-style-type: none"> i. Digital technologies, structures and principles of operation. ii. Design systems, methodologies and production techniques iii. Types and applications of digital design software iv. Artistic evaluation and implementation. v. Marketing and promotional techniques 	<ul style="list-style-type: none"> i. Use a range of computer systems and networks ii. Configure appropriate computer hardware and software for a creative technologies application iii. Utilise appropriate techniques and technologies to construct digital media material iv. Utilise design software for graphics, animation, video, audio, virtual reality, special effects and interactive applications. v. Prepare appropriate documentation and deliver relevant presentations
<p><i>Cognitive skills in the context of the subject(s)</i></p> <ul style="list-style-type: none"> i. Assist in the evaluation a given set of technical and artistic requirements for a creative technologies application. ii. Interpret a specification iii. Execute an implementation plan for a creative technologies project. iv. Analyse appropriate artistic approaches for a creative design activity. v. Design, integrate and test digital media material vi. Devise and implement appropriate human computer interaction techniques to maximise effectiveness. vii. Identify and solve technical problems associated with the design and delivery of digital media material 	<p><i>Other skills (e.g. key/transferable) developed in subject or other contexts</i></p> <ul style="list-style-type: none"> i. Use a range of computing and IT facilities ii. Communicate effectively orally and in Writing iii. Manage time and resources effectively iv. Engage in continual professional development

7. Qualities, Skills & Capabilities Profile

The educational and training goals of the programme seek to develop and demonstrate the following qualities, skills, capabilities and values in its diplomates

A Cognitive	B Practical	C Personal & Social	D Other
Design and synthesis;	Computing hardware, software and network configuration;	Self motivation;	Technical report writing;
Applied problem solving;	Digital media material design and implementation;	Organisation and time management;	Presentation;
Flexibility of thought;	Artistic evaluation and implementation;		Investigation;
			Information gathering;

8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units

2 years full time; 3-4 years part time organised on a 2 semesters per year basis and comprising 240 credits of study

160 credits at level 1 including 20 credits Core Skills and 20 credits balancing studies

80 credits at level 2 including a 20 credit project

<i>Higher National Diploma - 240 credits</i>			
	Optional Modules	Core Modules	Project
Level 2	Choice of level 2 modules from:- Multimedia & Website Development Games Design Special Effects Development Sound Engineering & Design		20 credit individual project with self managed integration, extension & practical application of knowledge
<i>Certificate of Higher Education – 120 credits</i>			
Level 1	Choice of level 1 modules from:- Multimedia & Website Development Games Design Special Effects Development Sound Engineering & Design	Core Skills	

9. Learning, Teaching and Assessment Strategy

Learning and Teaching Methods

Active learning is promoted by lectures, seminars, demonstrations, videos and guided student centred activities. In particular, extensive use will be made of online study techniques. Practical skills will be acquired through laboratory sessions, demonstrations, assignments and projects.

Assessment Methods

Assessment tasks are linked to the learning outcomes of each module and are normally completed by the end of each module. Types of assessment include :-

Written examinations (unseen or open-book), essays, assignments, projects, case study analyses, in-class tests (practical, written or online), demonstrations and interviews.

10. Other Information

Date programme first offered

September 2005

Admissions Criteria

Standard Requirements

One GCSE A2 level pass with 80 points
 or

Advanced Vocational Certificate of Education (AVCE) six unit award with 80 points
 or

Edexcel/BTEC National 6 unit Award

Non Standard Entry

Other equivalent qualifications, such as Scottish Higher passes, the Irish Leaving Certificate International Baccalaureate.

or

Pass in a Kitemarked Access to Higher Education course.

or

Applicants under 21 will normally also require five GCSE passes at grade C or above including Mathematics and English or equivalent. Mature applicants over 21 years, without the above qualifications, but with relevant life/work experience will be considered for admission following an interview with a member of the course team.

Indicators of Quality and Standards

- i. Validated by panel with external subject specialists
- ii. External examiner validates level 1 and level 2 assignments and examinations
- iii. Validated by Edexcel Foundation

10.5 HND Programme Modules

Level 1

Module Number	Module Title	Credits	Programme
CST1009 MWD1000 MWD1001 MWD1002 MWD1003 LCT1017	Computer Systems Architecture Digital Media Website Production Programming for the Web Creative Design Introduction to Computing Technologies	20 20 20 20 20 20	Multimedia and Website Development
PDD1007 PDD1006 SFX1001 CST1200 PAV1216	Introduction to Visualisation Visual Studies 1 Visualisation 2 Programming and Design 1 Media Production	20 20 20 20 20	Special Effects Development
GAD1000 GAD1002 GAD1003 GAD1001 PDD1013	Games Scripting 1 Games History and Context Games Reviewing Games Design and Level Design Introduction to Visualisation Technology	20 20 10 20 10	Games Design
FSD1000 FSD1003 FSD1004 FSD1005 FSD1002 FSD1006	Sound in Context Science of Sound Studio Techniques Introduction to Synthesis & MIDI Electronic Music-Theory & Practice Digital Sound Production	10 10 20 20 20 20	Sound Engineering and Design
ECE1000	Core Skills	20	Common to all programmes

Mandatory modules in bold

Level 2

Module Number	Module Title	Credits	Programme
LCT2504	Computer Security	20	Multimedia and Website Development
LCT2512	Unix	20	
CST2503	Database Theory and Practice	20	
CST2505	Human Computer Interaction	20	
LCT2505	Computer Sound Processing	20	
MWD2000	Digital Imaging and Video	20	
MWD2001	Multimedia and Website Design	20	
SFX2000	Special Effects Modelmaking 1	20	Special Effects Development
SFX2001	Video Effects Production	20	
SFX2008	Special Effects Specialisation	20	
GAD2000	Games Scripting 2	20	Games Design
GAD2002	Games Narrative and Design	20	
GAD2001	Level Design 2	20	
PDD2007	Computer modelling and Art	20	
FSD2000	Contemporary Studies	10	Sound Engineering and Design
FSD2006	Electronic Composition	20	
LCT2505	Computer Sound Processing	20	
FSD2003	Post Production Techniques	20	
FSD2005	Studio Design	10	
LCT2513	Project	20	Common to all programmes

Mandatory modules in bold

10.6 Mapping of HND Learning Outcomes to Modules

Learning Outcomes

Knowledge and understanding in the context of the subject(s)

- K1 Digital technologies, structures and principles of operation.
- K2 Design systems, methodologies and production techniques
- K3 Types and applications of digital design software
- K4 Artistic evaluation and implementation.
- K5 Marketing and promotional techniques

Subject-specific practical/professional skills

- S1 Use a range of computer systems and networks
- S2 Configure appropriate computer hardware and software for a creative technologies application
- S3 Utilise appropriate techniques and technologies to construct digital media material
- S4 Utilise design software for graphics, animation, video, audio, virtual reality, special effects and interactive applications.
- S5 Prepare appropriate documentation and deliver relevant presentations

Cognitive skills in the context of the subject(s)

- C1 Assist in the evaluation a given set of technical and artistic requirements for a creative technologies application.
- C2 Interpret a specification
- C3 Execute an implementation plan for a creative technologies project.
- C4 Analyse appropriate artistic approaches for a creative design activity.
- C5 Design, integrate and test digital media material
- C6 Devise and implement appropriate human computer interaction techniques to maximise effectiveness.
- C7 Identify and solve technical problems associated with the design and delivery of digital media material

Other skills (e.g. key/transferable) developed in subject or other contexts

- O1 Use a range of computing and IT facilities
- O2 Communicate effectively orally and in writing
- O3 Manage time and resources effectively
- O4 Engage in continual professional development

Mapping

Due to the wide range of optionality in this programme it will not be possible to map every combination of module. The following however details an example for a student electing to follow a digital media design theme.

LEARNING OUTCOME		LCT1017	MWD1003	ECE1000	CST1009	MWD1004	MWD1003	MWD1000	MWD1001	MWD1002	LCT2504	LCT2512	CST2503	CST2505	LCT2505	MWD2000	MWD2001	LCT2513
K1	X	X	X	X							X	X	X	X				
K2	X	X			X						X	X						
K3	X	X				X	X	X										
K4		X					X	X	X				X	X		X	X	
K5								X						X	X	X	X	
S1	X	X	X	X	X	X					X	X					X	
S2	X			X	X						X	X						X
S3		X					X	X	X				X	X	X	X	X	X
S4		X			X			X	X	X		X		X	X	X	X	X
S5	X		X			X					X	X				X	X	X
C1	X					X						X	X				X	X
C2								X									X	X
C3								X									X	X
C4		X							X	X						X	X	X
C5		X				X			X				X			X	X	X
C6		X	X	X	X	X	X	X	X	X	X			X	X	X	X	X
C7	X		X	X					X		X	X	X					X
O1		X	X				X	X						X	X	X		
O2		X	X	X	X	X			X		X	X	X			X	X	
O3			X						X				X	X	X	X	X	
O4			X				X	X					X	X	X	X	X	