



LEEDS
BECKETT
UNIVERSITY

Course Specification

MSc Creative
Technology

Course Code: MCRCT

2021/22

leedsbeckett.ac.uk

Material Information Summary for 2021/22 Postgraduate Applicants**Confirmed at AUG/2021****General Information**

Award	Master of Science Creative Technology
Contained Awards	Post Graduate Certificate Creative Technology Post Graduate Diploma Creative Technology
Awarding Body	Leeds Beckett University
Level of Qualification & Credits	Level 7 of the Framework for Higher Education Qualifications, with 180 credit points at Level 7 of the Higher Education Credit Framework for England
Course Lengths & Standard Timescales	Start dates will be notified to students via their offer letter. The length of the course is confirmed below, and modes of delivery will be confirmed prior to the start date in line with Government guidance: <ul style="list-style-type: none">• 1 year (full time)
Part Time Study	There is no part-time option available for this course.
Location(s) of Delivery	City Campus, Leeds
Entry Requirements	Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer are located here: www.leedsbeckett.ac.uk/studenthub/recognition-of-prior-learning . Admissions enquiries may be directed to: AdmissionsEnquiries@leedsbeckett.ac.uk .
Course Fees	Course fees and any additional course costs are confirmed in your offer letter. Fees enquiries may be directed to Fees@leedsbeckett.ac.uk .

Timetable Information

Timetables will be made available to students during induction week via:

- i) The Student Outlook Calendar
- ii) The Student Portal (MyBeckett)
- iii) The Leeds Beckett app

Any difficulties relating to timetabled sessions may be discussed with your Course Administrator.

Policies, Standards and Regulations (www.leedsbeckett.ac.uk/academicregulations)

There are no additional or non-standard regulations which relate to your course.

Key Contacts

Your Course Director Amrinder Romana

Your Academic Advisor Dr Darren Wall

Your Course Administrator Maya Kempe-Stanners m.kempe-stanners@leedsbeckett.ac.uk

Professional Accreditation or Recognition Associated with the Course

N/A

Course Overview

Aims

The course is designed to prepare students for evolving practices and innovations within the realm of creative technology, its application in industry as well as digital media's cultural and societal impacts. Creative Technologies provide a unique combination of technical innovation and visual creativity driven by a personal journey across multidisciplinary practices in design, user-experience & entertainment media. Taught by a skilled group of academics and practitioners such as artists, designers and technologists, we pride ourselves on the diversity of our delivery. Currently, our tutors include web and graphic designers, journalists, filmmakers, digital artists, visual effects (vfx) and compositing & vfx experts who have worked with some of the most notable animation, games, leading brands and visual effects in the field.

Course Learning Outcomes

Within the creative and media industries, where there is a focus very much on small creative teams with strong individual talent, there is often an evolution into pioneering, worldleading companies through a combination of innovation and disrupting practice within their field. This course will help you develop and explore your own area of expertise, but with an ability to work creatively with like-minded professionals. The course gives you the flexibility to study within the broad, multidisciplinary area of creative technology, while specialising in a practice of your choice through an approach of structured, student-led enquiry.

This might include expanding your current abilities, informed by contextual work-based learning, investigating emerging 3D computer visualisation and processing techniques, experimenting with different codecs, digital journalism practices, or prototyping innovative, interactive user experiences with emerging technologies.

At the end of the course, students will be able to:

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

Teaching and Learning Activities

Summary

Study at L7 requires students to be sophisticated, independent and critical in their thinking, with the ability to apply knowledge with originality within advanced and professional contexts. A primary aim of the course is to support students in their transition from either undergraduate study, or from current professional employment to become confident in their academic and professional abilities and able to relate knowledge & experience within complex situations. This course structure encourages students to explore the core themes of active/practice-based learning, evaluation of design strategies & methodologies, management and research along with flexibility to focus, with learning and application through a process of negotiated skills development within their area of interest.

Skills development and learning is supported with guided supervision from our team of expert staff in your interest and through applied research practice. Work outputs will be grounded within initial critical evaluation of user-centred design strategies, then applied with tutorial & workshop learning activities, creative projects and portfolio development. You will identify early on within your journey, the tools and skills you wish to develop to later progress in creating professional, quality products expanding your existing portfolio of work to help you contribute to this innovative industry.

Students are supported within an inclusive learning environment, which recognises, accommodates and meets individual learning needs. Activities will include lectures, evaluation of case studies, working to professional & client set briefs and supervisor guided study in both research and practice. Guest speakers will supplement and extend learning within the lecture series as well as through industry led seminars.

Module materials and support provided will encourage deep learning the focus of which should support educational gain, as well as practical performance. Deep learning includes reflecting upon, synthesising, applying, critically evaluating and analysing practice forms 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.

Your Modules

This information is correct for students progressing through the programme within standard timescales. Part time students will be supported by the course team to determine an appropriate selection of modules from the level for each year of study. Students who are required to undertake repeat study may be taught alternate module which meet the overall course learning outcomes. Details of module delivery will be provided in your timetable.

Level 7			
Semester 1	Core (Y/N)	Semester 2	Core (Y/N)
Creative Practice 1 (Experience Design) (20 credits)	Y	Creative Practice 3 (Industry Project) (20 credits)	Y
Creative Practice 2 (Technologies Practice) (20 credits)	Y	Creative Practice 4 (Technologies Portfolio) (20 credits)	Y
Research Practice (20 credits)	Y	Project Management (20 credits)	Y
		Dissertation/Final Project (60 credits)	Y

Assessment Balance and Scheduled Learning and Teaching Activities

The assessment balance and overall workload associated with this course are calculated from core modules and typical option module choices undertaken by students on the course. They have been reviewed and confirmed as representative by the Course Director, but applicants should note that the specific option choices students make may influence both assessment and workload balance.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, any embedded placement activities and independent study. Modules may have more than one component of assessment.

Assessment

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, portfolio, and presentations.

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. Assessment and coursework is evaluated synoptically in central/core modules as a means to offer a demonstration of accumulated knowledge and understanding/comprehension of the subject area as well as specialised expertise development.

Workload

Overall Workload for the Course	Level 7
Teaching, Learning and Assessment	168 hours
Independent Study	1,632 hours
Placement	N/A

Learning Support

If you have a question or a problem relating to your course, your Course Administrator is there to help you. Course Administrators work 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 Advice Hub on either campus. 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 Advice 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. Email enquiries may be directed to studentadvicehub@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.