



LEEDS
BECKETT
UNIVERSITY

Course Specification MSc Creative Technology

Course Code: MCRCT

2024/25

leedsbeckett.ac.uk

Award and Title : MSc Creative Technology (MCRCT)

Applicant Facing Course Specification for 2024/25 Postgraduate Entrants

Confirmed at MAR/2024

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 and 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 and Standard Timescales	Start dates will be notified to students via their offer letter. The length and mode of delivery of the course is confirmed below: <ul style="list-style-type: none">• 1 year (full time, campus based)
Part Time Study	Part time option is not available for this course.
Location(s) of Delivery	The majority of teaching will be at City campus but on occasion may be at Headingley campus.
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: https://www.leedsbeckett.ac.uk/student-information/course-information/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 for Semester 1 will be made available to students during induction week via:

- i) The Student Portal (MyBeckett)
- ii) 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 Leader	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 game designers, filmmakers, environment & digital and concept artists, and compositing & VFX (visual effects) 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, world leading 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

The course teaching approach is blended, offering in-person classes, online sessions, and a mix of recorded and live lectures and seminars to accommodate the diverse learning needs of students.

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. Option modules listed are indicative of a typical year. There may be some variance in the availability of option modules. Students who are required to undertake repeat study may be taught alternate modules 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)
Experience Design (20 credits)	Y	Technologies Practice (20 credits)	Y
Industry Analysis (20 credits)	Y	Industry Portfolio (20 credits)	Y
Collaborative Project (20 credits)	Y	Research Methods (20 credits)	Y
Semester 3	Core (Y/N)	Semester 2	Core (Y/N)
Research Based Project (60 credits)	Y		

Research Based Project: follows on from the end of Semester Two (June – Sept).

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

Students will be assessed predominantly by coursework.

At the end of the course, students will produce a dissertation demonstrating the culmination of the students' learning in the course. It will be supported by a project portfolio and reflective, evidenced critical outputs. The dissertation will be framed by an identified specialist practice, which will provide context for the students' work.

Workload

Overall Workload	
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.

Student Services

If you have any questions about life at University, call into our Student Services Centre at either campus or contact Student Advice directly. This team, consisting of trained officers and advisers 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. They also work on a wide range of projects throughout the year all designed to enhance your student experience and ensure you make the most of your time with us. Student Advice are located in the Student Services Centre in the Leslie Silver Building at City Campus and on the ground floor of the Priestley Building at Headingley Campus. The team can also be

contacted via email at studentadvice@leedsbeckett.ac.uk, telephone on 0113 812 3000, or by accessing our online chat link, available on the student homepage.

Support and opportunities

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.