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| Module Title: | Creative Project 2 |
| Language of Instruction: | English |
| Credits: | 15 |
| NFQ Level: | 8 |
| Module Delivered In | 1 programme(s) |
| Teaching & Learning Strategies: | Seminars, group discussion, individual tutorials |
| Module Aim: | The aim of this module is to develop ideas, skills and knowledge towards the presentation of a student led major creative set design project. It is the capstone module for the course. Learners will develop their professional skills and an independent work ethic to realize their project aim. The module will develop complex conceptual ideas combined with creative realization. Learners can realise their creative project in a number of ways aligned with their elective in either set construction or Virtual worldmaking. |

| Learning Outcomes | |
|---|--|
| <i>On successful completion of this module the learner should be able to:</i> | |
| LO1 | Identify, research and develop an independent creative research project aligned with their elective in either set design or virtual worldmaking. |
| LO2 | Accomplish self-directed enquiry. |
| LO3 | Critically analyse their creative project development. |
| LO4 | Evaluate design strategies for their project. |
| LO5 | Implement a project schedule and time management plan which is realizable. |
| LO6 | Develop and present an ambitious creative and conceptual project portfolio. |

| Pre-requisite learning |
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| Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i> |
| No recommendations listed |
| Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i> |
| No incompatible modules listed |
| Co-requisite Modules |
| No Co-requisite modules listed |
| Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i> |
| No requirements listed |

Module Content & Assessment

Indicative Content

Student-Led Learning

Seminars, tutorials, group crits and peer to peer learning.

Assessment Breakdown

| | % |
|---------|---------|
| Project | 100.00% |

Continuous Assessment

| Assessment Type | Assessment Description | Outcome addressed | % of total | Assessment Date |
|----------------------------|------------------------|-------------------|------------|-----------------|
| Oral Examination/Interview | Formative assessment | 1,2,5 | 15.00 | Week 6 |

Project

| Assessment Type | Assessment Description | Outcome addressed | % of total | Assessment Date |
|-----------------|---|-------------------|------------|-----------------|
| Project | Creative project realization and portfolio. | 1,2,3,4,5,6 | 85.00 | Week 13 |

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

| Workload: Full Time | | |
|----------------------------|------------------|--|
| <i>Workload Type</i> | <i>Frequency</i> | <i>Average Weekly Learner Workload</i> |
| Seminars | Every Week | 4.00 |
| Independent Learning | Every Week | 4.00 |
| Total Hours | | 8.00 |

Module Delivered In

| Programme Code | Programme | Semester | Delivery |
|----------------|--|----------|-----------|
| CW_CGSDC_B | Bachelor of Science (Honours) in Set Design and Construction | 8 | Mandatory |