Module Title:	Interactive Content Creation
Language of Instruction:	English

Credits:	10

NFQ Level:	7

Module Delivered In	No Programmes

Teaching & Learning Strategies:	Lectures, practices, tutorials. Students will engage with both principles and tools in a strong learning by doing approach to real-world problems and projects.

Module Aim:	This module will enhance the students 2d digital skills, to a high level of concept and development. Real world problems will allow for fast ideation coupled with enhanced design and development skills to create digital assets for use in the engaging interactive projects. Students will be introduced to the world of 3d design and creation, using software to create characters, object and environments that can be used across many different industries. Students will utilise appropriate 2D and 3D game engine technology to import, load and real-time render game protagonist, non-player characters and game-play environments.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Demonstrate an understanding of the design process and cycle. Demonstrate a high level of understanding of design tools and software
LO2	Demonstrate a high level of skill in 2d illustration created from concept drawing and the human form and gesture
LO3	Demonstrate an understanding of 3D design, underlying principles and processes. Develop a skillset based in the development of 3D graphics.
LO4	Create 3D Digital Assets, characters, environments, simulations. Understand perspective in 3D. Introduction to the mechanics of movement for 3D. Introduction to 3d Game Engine technology and useage
LO5	Demonstrate a portfolio of work that showcases digital skills awareness and concept development

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

Module Content & Assessment

Indicative Content
Design / Digital Process Understand the process and skills needed to create high quality digital assets for use in the UX / UI environment. Understand the various restriction and process need to create assets.
Software and Technology Demonstrate a sense of investigation through technology, using technology as an experimental tool to create new and engaging assets and elements. Understand the restriction of technology on the created assets.
Illustration Create realistic and effective illustration as need for use in project work using industry standard software and tools. Experiment with various methods of creation and development.
3D Introduction to creating 3D assets, and elements
Perspective Understand perspective in the 3D environment, effects and how it creates realism and enhances experiences
3D Mechanics Introduction to the mechanics of movement, posture, and pose

Assessment Breakdown	%
Project	100.00%

No Continuous Assessment

Project					
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date	
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3,4,5	20.00	Week 6	
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3,4,5	30.00	Week 13	
Project	The subject will be assessed through the completion of project briefs and the submission of a final solution and research journal/ notebook / Sketchbook. The assessment and feedback will be an opportunity for the student to focus on their work and evaluate their own progress and development.	1,2,3,4,5	50.00	Week 19	

No Practical

No End of Module Formal Examination

No Continuous Assessment

Project				
Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	n/a	1,2,3	100.00	n/a

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		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	Every Week	1.00
Laboratory	Every Week	4.00
Independent Learning Time	Every Week	1.00
	Total Hours	6.00

Discussion Note:	TEST