

<b>Module Title:</b>	Interactive Content Creation
<b>Language of Instruction:</b>	English
<b>Credits:</b>	10
<b>NFQ Level:</b>	7
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Lectures, practices, tutorials. Students will engage with both principles and tools in a strong learning by doing approach to real-world problems and projects.
<b>Module Aim:</b>	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 develop advanced skills in 3d design and creation, using industry standard 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	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Demonstrate an understanding of the design process and cycle. Demonstrate a high level of understanding of design tools and software.
LO2	Demonstrate an understanding of 2D & 3D design, underlying principles and processes. Develop a skillset based in the development of 2D & 3D graphics.
LO3	Create 3D Digital Assets, characters, environments, simulations. Understand perspective and the mechanics of movement in 3D.
LO4	Demonstrate a portfolio of work that showcases digital skills awareness and concept development.

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

#### 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	40.00%
Practical	60.00%

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	20.00	Week 8
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	20.00	Week 13

<b>Practical</b>				
<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Assessment Date</i>
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. 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	5.00	Week 2
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. 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	10.00	Week 3
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. 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	5.00	Week 4
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. 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	5.00	Week 5
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. 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	10.00	Week 6
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. 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	5.00	Week 7
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. 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	5.00	Week 9
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. 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	10.00	Week 10
Practical/Skills Evaluation	The subject will be assessed through the completion of in-class tutorials and practical assignments. 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	5.00	Week 11

No End of Module Formal Examination

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

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	12 Weeks per Stage	1.00
Laboratory	12 Weeks per Stage	4.00
Independent Learning Time	15 Weeks per Stage	12.67
Total Hours		250.00

## Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCIAD_B	<a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a>	5	Mandatory
CW_KCIAD_D	<a href="#">Bachelor of Science in Computing in Interactive Digital Art and Design</a>	5	Mandatory

### Discussion Note:

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