PRCT: Creative Studio

Module Title:	Creative Studio
Language of Instruction:	English

Credits:	5

NFQ Level:	7

Module Delivered In	2 programme(s)

Teaching & Learning Strategies:	The Problem Based Learning (PBL) teaching and learning paradigm is employed in this module. The students are initially given an induction into this way of learning. Subsequently, they are given a number of team problems to solve. Each student has the opportunity to play different roles within their team. The problems are tackled in a studio environment with supervision & guidance provided by the module tutors. At the end of the problem resolution cycle, the students present their findings to the tutors and their peers. The final element of the module sees the students tackle an individual problem that incorporates all elements from the team problems, along with some new challenges.

Module Aim:	To equip the student with a solid understanding of digital art content pipeline creative process.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Analyse and evaluate digital artifact requirements
LO2	Work in teams to develop digital art for games and user interfaces
LO3	Carry out independent research to support team work and self-evaluate outcomes

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.*
Game Programming

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Module Content & Assessment

Indicative Content
Project management Project planning & tracking. Coordinating work within a team. Agile development
Creative Practice Concepts art and production ready artefact production
User Experience Optimisation Optimising software and game UI to produce the optimal UX
Enhancing UX Improve users and players tactile, emotional and aesthetic response to a software and game system through user testing, playtesting, iterative refinement and analysis of case studies
Learning & problem solving Identify, brainstorm and resolve UX/UI and conveyance problems individually and as a team

Assessment Breakdown	%
Continuous Assessment	60.00%
Project	40.00%

Continuous Assessment

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Other	Practical labs involving practising creative skills in preparation for the authentic projects	1,2,3	60.00	n/a

Project

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	The students will be given a common individual problem that will require of them to consolidate all their learning from the group problems and apply this to develop more complex simulations and modelling. The assessment protocol for this problem will involve the student producing their own individual plan to tackle the problem, presenting their work on resolving the problem at the end and providing the tutors with a reflective account on their learning experience while working on this problem.	1,3	40.00	n/a

No Practical

No End of Module Formal Examination

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

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Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Practicals	12 Weeks per Stage	4.00
Estimated Learner Hours	15 Weeks per Stage	5.13
	Total Hours	125.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCIAD_B	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design	5	Mandatory
CW_KCIAD_D	Bachelor of Science in Computing in Interactive Digital Art and Design	5	Mandatory