



**UNIVERSITY  
CENTRE**  
SOUTH DEVON

# **PROGRAMME QUALITY HANDBOOK 2020-2021**

## **FdA Creative Digital Design**

## **Contents**

1. Welcome and Introduction to FdA Creative Digital Design	
2. Programme Specification.....	7
3. Module Records .....	18

# 1. Welcome and Introduction to FdA Creative Digital Design

Welcome to the Foundation Degree FdA Creative Digital Design

This programme has been designed to equip you with the skills and knowledge base required to work in your chosen specialism or other graduate opportunities. It is also a platform from which you can undertake additional vocational and academic qualifications.

This Programme Quality handbook contains important information including:  
The approved programme specification  
Module records

## 1.1. Programme Management

**Programme and HE Lead** - Lynne Andrews – BA (Hons) MA – Lynne studied Media with Art and Design at Plymouth University and Media and Communications at Goldsmiths, University of London. Lynne has experience of freelance work in Video, Print Design and Layout and a short time in Prop Making. Lynne’s specialist area is in theoretical perspectives in Art, Design and Media, also Education.

## 1.2. Personal Tutor

Personal tutors are designated as a sustained and first point of reference for individual students on personal, domestic or academic matters; detailed information will be available in your teaching, learning and assessment handbooks.

Further information about personal tutoring at UCSD can be found by following this link to the [Student Development](#) policy.

Your personal tutor is Lynne Andrews

## 1.3. Course Contact List

Lecturers & contact list:

Lynne Andrews – as above [lynneandrews@southdevon.ac.uk](mailto:lynneandrews@southdevon.ac.uk)

Ekow Essiful – Ekow Essiful BA (Hons) in Time Based Media at UWE. Ekow’s specialist area is Multimedia Production (Digital Skills), particularly Interactive and Sound. Prior to entering teaching Ekow worked as a Freelance 3D Modeller and Animator specialising in CAD, also in Web Design and Development. [Ekow.Essiful@southdevon.ac.uk](mailto:Ekow.Essiful@southdevon.ac.uk)

Jon Watt – FdA Games and Interactive Design at UCSD/Plymouth University. Prior to studying as a mature student Jon worked in the Financial Services Industry. Jon’s expertise is in 3D Modelling and Environments. [Jonwatt@southdevon.ac.uk](mailto:Jonwatt@southdevon.ac.uk)

Lewis Goodall – BA Digital Art and Technology, MRes Digital Art & Technology MA. Lewis studied at UCSD progressing to University of Plymouth where he has also worked as an Associate Lecturer. Lewis has also worked on multiple projects using 3D and Virtual Reality. [lewisgoodall@southdevon.ac.uk](mailto:lewisgoodall@southdevon.ac.uk)

Bruce Chivers – Critical Theory, Art and Visual History and Ceramics  
[Bruce.chivers@southdevon.ac.uk](mailto:Bruce.chivers@southdevon.ac.uk)

## 1.4. Preparing for your programme

At UCSD, we understand that degree level study is a big step up from previous studies. To help prepare you for the degree we recommend engaging with preparatory activities. Each year UCSD organise step up to HE workshops, with a focus on supporting you to develop your research and

writing skills, alongside academic techniques. For more information on the workshops and resources available, please visit our website: <https://www.ucsd.ac.uk/the-first-year-at-university/>.

The Student Support Hub is available throughout the duration of your programme and offers a range of services, acting as a first port of call for academic, study, wellbeing, disability, fees/funding, employability and progression support. When progressing to the next level of study of your higher education, there are also workshops and activities available to support you with progressing your graduate skills.

Preparatory reading is a great way to develop your knowledge and skills to be ready for the next level of study in higher education. Please see below some recommended reading to undertake prior to the start of your course:

## **Preparatory Reading**

### **Recommended books/ebooks:**

Clark, H and Brody, D. (2009) Design Studies: A Reader Berg Publishers

Ambrose, G. and Harris. (2009) P. The Fundamentals of Graphic Design. Lausanne, AVA Academia.

### **Further Reading:**

Eissen, K and Steur, R. (2013) Sketching: The Basics BIS

Aspelund, K. (2014) The Design Process. London, Fairchild.

Cane, K. (2012) Making and Drawing. London, A & C Black.

Eissen, K and Steur, R. (2013) Sketching: Drawing Techniques for Product Designers. BIS

Hoskins, S. (2013) 3D Printing for artists, designers and makers. Bloomsbury

Steinbach, K. (2018) Creative Practices for Visual Artists. Routledge 3D Total Publishing

Eds (2018) Beyond Art: Fundamentals. Routledge Beloeil, G.

Riabovitchev, A (2013) Art Fundamentals 3D Publishing

Xu, W. (2012) Drawing in The Digital Age Sybex

Malpass, M. (2016) Critical Design in Context. Bloomsbury Academic

### **Other materials:**

Also look at the AVA and LK websites. Their “Basics” and “Fundamentals” series in Art, Design and Media are very good, student friendly course books.

It is essential that you regularly review the magazines and journals held in the LRC and on-line to measure the ‘temperature’ of the industry you hope to join, for example: Computer Arts, Web Designer, Architectural Design, Art Forum, Creative Review, Wired etc.

### 1.5. COVID19 Programme Planning

<b>Covid 19 Programme Planning</b>	
General approach being undertaken	<p>We will follow government advice on social distancing and personal safety to ensure a ‘Covid secure’ working and learning environment.</p> <p>We know that we all may need to adapt if Covid conditions change. We will continue to provide a high quality learning experience utilising technology solutions as may be required.</p> <p>We will continue to update our dedicated <a href="#">Covid 19 webpage</a> if and when circumstances change. We encourage all new and returning students to review this page to better understand the approach we are taking.</p>
Programme Teaching and Learning changes being undertaken	<p>In the event another COVID outbreak affecting the UCSD. We will continue to deliver content via Microsoft Teams platform as per the usual timetable of modules.</p> <p>Practical elements of the course may be affected and where possible students will be supported to access software will be supported online with teaching and learning through a range of resources.</p>
Programme Assessment changes being undertaken	<p>In the event another COVID outbreak affecting the UCSD. There are elements of the programme assessment e.g. practical outcomes that may be required to be adapted to suit the COVID conditions. Students will be advised of any adaptations at the earliest opportunity.</p>

## 2. Programme Specification

### 2.1. Programme Details

<b>Awarding Institution:</b>	South Devon College
<b>Teaching Institution:</b>	South Devon College
<b>Accrediting Body:</b>	South Devon College
<b>Language of Study:</b>	English <sup>1</sup>
<b>Mode of Study:</b>	Full Time/Part Time <sup>2</sup>
<b>Final Award:</b>	FdA
<b>Intermediate Award:</b>	N/A
<b>Programme Title:</b>	Creative Digital Design
<b>UCAS Code:</b>	W200
<b>Benchmarks:</b>	Art and Design 2017 Communication Media Film and Cultural Studies 2017
<b>Date of Programme Approval:</b>	June 2018

### 2.2. Brief Description of the Programme

The FdA Creative Digital Design has been developed to prepare students in creative practice with the technological skill base to realise their creativity digitally, utilising existing and emerging technologies. Digital technology is now a central part of working life in a range of fields, no longer confined to IT systems analysis, information, administration or entertainment. Digital design tools and systems are now being harnessed by health, education, construction engineering and many more industries as a core part of their work.

For many years designers and artists have been used in these fields to visualise and design products, artefacts and tools using traditional art skills. With advances in technology the need for experts who combine traditional art skills and utilise technology to translate these into multi-dimensional products is growing. Existing programmes have tended to focus on either traditional art & design or computer based design; this foundation degree is designed to exploit both.

The degree will explore both the principles of design using traditional art based skills of drawing and making and the realisation of design principals in digital formats. Students will gain from working with a range of materials to improve their understanding of products rather than solely creating in the abstract. These practical creative skills will be underpinned by a range of theoretical perspectives to enable the student to have a detailed understanding of their craft. Students will

---

<sup>2</sup> Full time/part time/distance learning etc.

have the opportunity to work on projects from concept through to product reflecting on and refining each stage of the design process.

The course will explore areas such as 3D design & development; visualisation; product design, contextual referencing and visual communications. Students will receive comprehensive teaching in the use of digital tools, systems and software to translate their ideas into multi-dimensional digital formats; these ideas could be related to the virtual or physical forms.

Employment opportunities following successful completion of the course include: Digital Design Visualiser, Product Designer, Creative Technologist, 3D Designer, Media Content Manager, Motion Graphics Designer, Animator and Animation Producer. Such roles exist across a range of industries beyond the first adopters of digital technology (Creative Media Sector); now reaching to sectors such as Architecture, Spatial Design, Engineering & Automotive, Health Education and diagnostics, Product design and manufacture and Education. As the management of emerging digital technologies takes hold we anticipate more opportunities will develop.

Students will have access to a broad range of resources including a new Hi Tech and Digital Centre. This will include a 'maker space' which will offer students the opportunity to work with other students and staff from a range of other disciplines. The College also benefits from association with Fujitsu who support with a range of new and emergent technology.

South Devon College also benefits from a broad range of vocational courses which facilitates collaboration with many other disciplines. For example, should a Creative Digital Design student have an interest in the built environment or health, they would have access to experts in such areas to test their ideas and creative visualisation skills.

Staff involved with the programme possess a high level of skill and knowledge to Masters level, also industrial experience which will ensure the ultimate fusion of critical analysis, creative practice and technological skill. This is enhanced by the opportunity for staff to engage in research activities within the University Centre at South Devon College.

The team have access to a wide range of nationally and internationally recognised employers in the South West engaged in design and creative visualisation. This offers students the possibility to engage in real work experiences supported by professionals who are keen to support and train new talent for the future; thus improving their own knowledge pool for future recruitment.

Historically, the department has a strong record of collaboration with a range of local businesses and organisations as well as running and supporting events in Torbay. Such collaboration has included 3D curation of objects for Torquay Museum, interactive design for Torbay Air Show, and an interactive performance at Paignton Picture House that utilises multi-media technology. The team are actively engaged in the Torbay Development Agency Digital Network with direct access to employers to keep pace with trends within the creative digital sector and are working with Torbay NHS Trust to explore digital solutions to the Health Sector. There are also strong links and opportunities from local companies such as Digital Puppets, Flossy and Jim and Pro Direct who regularly visit to give master classes to students.

### **2.3. Details of Accreditation by a Professional/Statutory Body (if appropriate)**

N/A

### **2.4. Exceptions to Regulations**

N/A

### **2.5. Programme Aims**

The programme is intended:

1. To develop adaptable pragmatic designers with transferable digital skills to work across the creative sector in response to the rapid change in technology and communications, answering the needs of industry.
2. To provide an academic framework that stimulates debate, the identification of interests, intentions and ideas that encourages innovation and the questioning of received habits, codes and conventions of thought, production and meaning.
3. To encourage students to place their work into context and identify personal creative directions and interests through practical application of current and emerging technologies.
4. To provide students with an opportunity to become autonomous, reflective and self-critical learners with an understanding of the relationship between theoretical frameworks, empirical methods of enquiry and the re-evaluation of theory.
5. To promote informed awareness of the cultural, social, historical and contemporary contexts of the subjects studied.
6. To prepare students to tackle innovative employment models through personal and professional development, collaboration, further study, professional practice.

### **2.6. Programme Intended Learning Outcomes (ILO)**

#### **Knowledge and understanding**

On successful completion graduates should have developed:

- 1) Understand essential concepts, principles and practices of the subject in the context of well-defined scenarios, showing judgement in the selection and application of tools and techniques.
- 2) Have an awareness of the economic forces that influence and frame the cultural and creative industries, also the role of such industries in contemporary political and cultural life.
- 3) Demonstrate knowledge and understanding of essential facts, concepts, principles and theories relating to the Creative Industries.

- 4) Have an awareness of roles of communication systems, modes of representation and systems of meaning.

### **Cognitive and intellectual skills**

On successful completion graduates should have developed:

- 1) Understand essential concepts, principles and practices of the subject in the context of well-defined scenarios, showing judgement in the selection and application of tools and techniques.
- 2) Have an awareness of the economic forces that influence and frame the cultural and creative industries, also the role of such industries in contemporary political and cultural life.
- 3) Demonstrate knowledge and understanding of essential facts, concepts, principles and theories relating to the Creative Industries.
- 4) Have an awareness of roles of communication systems, modes of representation and systems of meaning.

### **Key and transferable skills**

On successful completion graduates should have developed:

- 1) Employ a wide range of creative and digital skills to ensure they become effective in the workplace, to the benefit of themselves, their employer and the wider economy.
- 2) Be able to construct well-argued and grammatically correct documents; locate and retrieve relevant ideas ensuring these are correctly and accurately referenced and attributed.
- 3) Exercise self-management skills in managing workloads and meeting deadlines.
- 4) Apply, consolidate and extend learning in different contexts and situations, both within and beyond the Creative Industries.

### **Employment related skills**

On successful completion graduates should have developed:

- 1) The ability to succinctly present rational and reasoned arguments that address a given problem or opportunity to a range of audiences (orally, electronically or in writing).

- 2) The ability to recognise and make best use of the skills and knowledge in order to collaborate and reach mutually acceptable conclusions.
- 3) Contextual awareness: the ability to understand and meet the needs of individuals, business and the community, and to understand how workplaces and organisations are governed.
- 4) The ability to articulate, synthesise and generate knowledge and understanding, attributes and skills in effective ways in the context of creative practice, employability and further study.

### **Practical skills**

On successful completion graduates should have developed:

- 1) The ability to select, experiment with and make appropriate use of materials, processes, technologies and environments showing understanding of quality standards and attention to detail.
- 2) Manage and make appropriate use of the interaction between intention, process, outcome, context, and the methods of dissemination.
- 3) Identify the implications and potential for their discipline(s) presented by the key developments of current and emerging media and technologies, and of inter and multi-disciplinary approaches to contemporary practice in art and design.
- 4) Skills to employ materials, media, techniques, methods, technologies and tools associated with the discipline(s) studied.

## **2.7. Distinctive Features**

The FdA Creative Digital Design has been developed to prepare students in creative practice with the technological skill base to realise their creativity digitally, utilising existing and emerging technologies. Digital technology is now a central part of working life in a range of fields, no longer confined to IT systems analysis, information, administration or entertainment. Digital design tools and systems are now being harnessed by health, education, construction engineering and many more industries as a core part of their work.

The degree will explore both the principles of design using traditional art based skills of drawing and making and the realisation of design principals in digital formats.

## **2.8. Progression Route(s)**

Progression to Falmouth University may be suitable for candidates graduating UCSD and the following awards is suggested;

BSc (Hons) Business and Entrepreneurship

Admission would be based on successful application through UCAS and submission of a successful portfolio and/or interview.

## Admissions Criteria

All applicants will undertake a portfolio interview prior to admission onto the programme.

All applicants must have GCSE (or equivalent) English at Grade 4 or above (C or above).

<b>Entry Requirements for FdA Creative Digital Design</b>	
A-level/AS-level	Normal minimum entry requirements are 48 UCAS points at A-level
A recognised National Diploma	Edexcel BTEC National Certificate/Diploma or Higher Diploma Normal minimum entry requirements are 48 UCAS points
Access to Higher Education at level 3	Normal minimum entry requirements are 48 UCAS points
Welsh Baccalaureate	Normal minimum entry requirements are 48 UCAS points
Scottish Qualifications Authority	Normal minimum entry requirements are 48 UCAS points
Irish Leaving Certificate	48 UCAS Tariff points from Higher Level, plus Ordinary Level Grade C Maths and English
International Baccalaureate	H6 overall If overseas and not studying English within IB, must have IELTS 6.0 overall with 5.5 in all other elements.
Other equivalent qualifications or professional experience	Adult learners – equivalent qualifications or professional experience will be considered.  All applicants will undertake a portfolio interview prior to admission onto the programme.

## 2.9. Programme Structure

F/T Level 4					
Module Code	Module Title	Credits	Year of Delivery*	Semester/Term of Delivery	Core/Optional
UCSD1000	Introduction to Creative Digital Design	20	2020/21	1	Core
UCSD1001	Design and Produce	20	2020/21	2	Core
UCSD1002*	Digital Tools: Software, Systems and Applications	20	2020/21	1 & 2	Core
UCSD1003	Visual & Design Communications	20	2020/21	1	Core
UCSD1004*	Developing Collaborative Practice	20	2020/21	2	Core
UCSD1005*	Understanding Contextual Referencing	20	2020/21	1 & 2	Core

### \*Shared Modules

Full time Structure Level 5					
Module Code	Module Title	Credits	Year of Delivery*	Semester/Term of Delivery	Core/Optional
UCSD2000	Negotiated Research	20	2020/21	1 & 2	Core
UCSD2001	Extended Digital Tools: Software, Systems and Applications	20	2020/21	1	Core
UCSD2002	Developing Digital Artefacts	20	2020/21	2	Core
UCSD2003	Professional Engagement	20	2020/21	1 & 2	Core
UCSD2004	Exploration for Innovation	20	2020/21	1	Core
UCSD2005	Major Project	20	2020/21	2	Core

### \*Shared Modules

Part Time Structure Level 4/5						
Module Code	Module Title	Credits	Year of Delivery*	Semester/Term of Delivery	Core/Optional	Part time option
UCSD1000	Introduction to Creative Digital Practice	20	2020/21	1	Core	Yr 1
UCSD1001	Design and Produce	20	2020/21	2	Core	Yr 2
UCSD1002*	Digital Tools: Software, Systems and Applications	20	2020/21	1 & 2	Core	Yr 1
UCSD1003	Visual & Design Communications	20	2020/21	1	Core	Yr 1
UCSD1004*	Developing Collaborative Practice	20	2021/22	2	Core	Yr 2
UCSD1005*	Understanding Contextual Referencing	20	2021/22	1 & 2	Core	Yr 1

#### \*Shared Modules

Part Time Structure Level 5						
Module Code	Module Title	Credits	Year of Delivery*	Semester/Term of Delivery	Core/Optional	Part time option
UCSD2000*	Negotiated Research	20	2020/21	1 & 2	Core	Yr 2
UCSD2001*	Extended Digital Tools: Software, Systems and Applications	20	2020/21	1 & 2	Core	Yr 2
UCSD2002	Developing Digital Artefacts	20	2021/22	2	Core	Yr 3
UCSD2003	Professional Engagement	20	2021/22	1 & 2	Core	Yr 3
UCSD2004*	Exploration for Innovation	20	2021/22	1	Core	Yr 3
UCSD2005*	Major Project	20	2021/22	2	Core	Yr 3

#### \*Shared Modules

## 2.10 Exposition and Mapping of Learning Outcomes, Teaching & Learning and Assessment

Core Modules		Award Learning Outcomes contributed to (for more information see Section 8)																		Compensation Y/N	Assessment Element(s) and weightings [use KIS definition] E1- exam E2 – clinical exam T1- test C1- coursework A1 – generic assessment P1 - practical		
		Knowledge & understanding				Cognitive & intellectual skills				Key & transferable skills				Employment related skills				Practical skills					
		1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4	1	2			3	4
Level 4	UCSD1000 Introduction to Creative Digital Practice	A		A		I	A		A	I	A	I		A				A	I			Y	C1 50% P1 50%
	UCSD1001 Design and Produce		A			A	A	A		A	I	A	I	I		I	A	A	A		A	Y	C1 100%
	UCSD1002 Digital Tools: Software, Systems and Applications	A		I		I			A	I		I	A			I	A		I	A	A	Y	C1 100%
	UCSD1003 Visual & Design Communications	A	I		A	A	A	I	A	I			A	A			I	A			I	Y	C1 100%
	UCSD1004 Developing Collaborative Practice					I	I	A		A		A	I	A	A	A	A	I	A	A		Y	C1 50% P1 50%
	UCSD1005 Understand Contextual Referencing	A	A	A	A		I	A	A	A	A	A		I	I							Y	C1 50% P1 50%
<b>Level 4 Los</b>		4	2	2	2	2	3	3	4	3	2	3	2	3	1	1	3	3	2	2	2		

Core Modules		Award Learning Outcomes contributed to (for more information see Section 8)																Compensation Y/N	Assessment Element(s) and weightings [use KIS definition] E1- exam E2 – clinical exam T1- test C1- coursework A1 – generic assessment P1 - practical				
		Knowledge & understanding				Cognitive & intellectual skills				Key & transferable skills				Employment related skills						Practical skills			
		1	2	3	4	1	2	3	4	1	2	3	4	1	2	3	4			1	2	3	4
Level 5	UCSD2000 Negotiated Research	A		A				A	A		A		A	A	A							Y	C1 100%
	UCSD2005 Extended Digital Tools: Software, Systems and Applications	A					A			A		A			A	A			A	A		Y	C1 100%
	UCSD2002 Developing Digital Artefacts					A			A			A	A			A	A	A		A		Y	C1 50% P1 50%
	UCSD2003 Professional Engagement		A	A			A	A		A		A	A	A	A							Y	C1 50% P1 50%
	UCSD2004 Exploration for Innovation	A			A				A	A	A	A	A				A		A	A	A	Y	C1 100%
	UCSD2005 Major Project			A		A	A	A		A	A			A	A	A	A				A	Y	C1 100%
<b>Level 5 Los</b>		<b>3</b>	<b>1</b>	<b>3</b>	<b>1</b>	<b>2</b>	<b>3</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>3</b>	<b>4</b>	<b>4</b>	<b>3</b>	<b>3</b>	<b>4</b>	<b>6</b>	<b>2</b>	<b>2</b>	<b>2</b>	<b>4</b>		

### 3. Module Records

#### UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD** *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

**MODULE CODE:** UCSD1000      **MODULE TITLE:** Introduction to Creative Practice  
**CREDITS:** 20      **FHEQ LEVEL:** 4      **HECOS CODE:** 101361  
**PRE-REQUISITES:** None      **CO-REQUISITES:** None      **COMPENSATABLE:** Y

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

The introduction, development and application of creative skills, exploring concepts and relationships between the physical and digital. An introduction to the elements of visual language and the ways that designers communicate. Students will combine techniques, theoretical, drawn and digital so that they can develop and demonstrate their competence in expressing and describing design ideas.

<b>ELEMENTS OF ASSESSMENT</b> [Use HESA KIS definitions] – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	50%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	50%

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design  
**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- To produce exploratory creative materials
- To enable creative interpretations
- To acquire a range of design skills in producing artefacts
- To recognise the complex nature of creative practice.

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

<b>Assessed Module Learning Outcomes</b>	<b>Award/ Programme Learning Outcomes contributed to</b>
LO1 Explore a range of creative practices	8.1.3, 8.1.1
LO2 Evidence the influence and impact of materials and technologies upon a range of products	8.2.2, 8.2.4 8.3.2
LO3 Apply creativity in interpreting and managing the creative process	8.4.1
LO4 Evidence awareness of the design process from concept to product.	8.5.1

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 16/09/19	<b>SEMESTER:</b> Semester 1
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

Additional notes (for office use only):

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Lynne Andrews	<b>OTHER MODULE STAFF:</b>

### Summary of Module Content

Through a series of practical workshops and seminars students will:

- be introduced to a range of creative skills to enable them to explore and develop ideas
- explore techniques, experimenting to produce a range of creative outcomes
- identify opportunities that existing and emerging technologies offer
- problem solve and acknowledge the parameters of success

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities	60	Formative feedback tutorials will be held at week 6 and week 13 with summative assessment through a portfolio
Independent	140	The tasks set during the taught sessions will be started with tutor supervision and finished independently
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Project output LO3, LO4 Including exploratory and developmental work through sketchbooks and blogs	100%
Practical	Presentation LO1, LO2	100%

### REFERRAL ASSESSMENT (new piece of work)

Element Category	Component Name	Component Weighting
Coursework	Project output LO3, LO4 Including exploratory and developmental work through sketchbooks and blogs	100%
Practical	Presentation LO1, LO2	100%

### To be completed when presented for Minor Change approval and/or annually updated

<b>Updated by:</b> Lynne Andrews Date: 30/04/2020	<b>Approved by:</b> Gareth Day Date: 30/04/2020
--	--

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD** *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

<b>MODULE CODE:</b> UCSD1001	<b>MODULE TITLE:</b> Design and Produce	
<b>CREDITS:</b> 20	<b>FHEQ LEVEL:</b> 4	<b>HECOS CODE:</b> 100048
<b>PRE-REQUISITES:</b> None	<b>CO-REQUISITES:</b> None	<b>COMPENSATABLE:</b> Y

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

The development of an individual response to a set brief to produce finished digital artefacts is central to this module. A broad multi-media approach to development and creative production will be encouraged, underpinned by recognised design and management processes.

<b>ELEMENTS OF ASSESSMENT</b> [Use HESA KIS definitions] – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design

**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- To design and produce an artefact or range of artefacts to a set thematic design brief
- To develop a creative interpretation of the brief
- To manage the design process to a deadline
- To implement the design process appropriately
- To recognise the complex nature of any design project.

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

Assessed Module Learning Outcomes	Award/ Programme Learning Outcomes contributed to
LO1 Recognise the influence and impact of design processes, materials and technologies on the success of the finished design	8.1.2 8.2.1, 8.2.2, 8.2.3 8.3.1, 8.3.3
LO2 Develop an individual approach to their own ideas, skills and development	8.4.4 8.5.1, 8.5.2, 8.5.4
LO3 Manage the design process from concept to deadline	
LO4 Reflect and create an action plan as a necessary part of the creative process	

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 20/01/2020	<b>SEMESTER:</b> Semester 2
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Tony Weaver	<b>OTHER MODULE STAFF:</b>

### Summary of Module Content:

After a detailed briefing and workshops, students will develop skills to:

- organise and manage their own time under supervision
- work to fixed deadlines
- develop a personal response to materials and processes
- utilise appropriate design methods to reach a creative end product
- evidence the design process from concept to initiating ideas and development
- refine technical skills to reach a final solution

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities	60	Formative feedback tutorials will be held at week 6 and week 13 with summative assessment through a portfolio & reflection
Independent	140	The tasks set during the taught sessions will be started with tutor supervision and finished independently
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Body of practical work including objects and test samples. LO1, LO3	50%
	Sketchbooks, subject research and reflection LO2, LO4	50%
		Total: 100%

### REFERRAL ASSESSMENT (new piece of work)

Element Category	Component Name	Component Weighting
Coursework	Body of practical work including objects; test samples; subject research and sketchbooks & reflection LO1, LO2, LO3, LO4	100%

To be completed when presented for Minor Change approval and/or annually updated	
<b>Updated by:</b> Tony Weaver Date: 30/04/2020	<b>Updated by:</b> Lynne Andrews Date: 30/04/2020

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD.** *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

**MODULE CODE:** UCSD1002

**MODULE TITLE:** Digital Tools: Software, Systems and Applications

**CREDITS:** 20

**FHEQ LEVEL:** 4

**HECOS CODE:**

**PRE-REQUISITES:** None

**CO-REQUISITES:** None

**COMPENSATABLE:** Y

### SHORT MODULE DESCRIPTOR:

Introduction to industry standard digital tools including sculpting, sketching, 2D and 3D graphics and also emerging technology. Students will gain practical knowledge to understand and apply fundamental principles in the use of digital technologies and their application in a wider context. The workshop skills of this module will be applied in the practical assignments.

<b>ELEMENTS OF ASSESSMENT</b> [Use HESA KIS definitions] – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design  
**Professional body minimum pass mark requirement:** N/A

### MODULE AIMS:

- To be aware of digital skills areas and recognise their industry applications.
- To be aware of the range of software available and it's potential in a wider context.
- To develop skills in digital literacy

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

<b>Assessed Module Learning Outcomes</b>	<b>Award/ Programme Learning Outcomes contributed to</b>
LO1 Evidence skills in digital manipulation	Knowledge and understanding 1
LO2 Demonstrate application of creative process	Cognitive and intellectual skills 2
LO3 Apply digital skills effectively in the context of creative practice	Key and transferable skills 4
LO4 Reflect on the acquisition of digital skills.	Employment related skills 4
	Practical skills 3 & 4

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 16/09/19	<b>SEMESTER:</b> Semester 1 & 2
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

Additional notes (for office use only):

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Ekow Essiful	<b>OTHER MODULE STAFF:</b> na

### Summary of Module Content

Through lectures, workshops and seminars students will:

- be introduced to a range of digital skills, software and hardware
- develop basic levels of competence in creative visualisation incorporating a range of emerging technologies.
- Experiment and create digital assets
- Develop an understanding of utilising digital tools for a range of scenarios and outcomes

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities & tutorials	30	Taught sessions will consist of delivery and tutorials and a formative assessment will give feedback midway through.
Practical Classes & Workshops	30	Workshops will include demonstrations and supervised time in studio/workshop
Independent	140	The tasks set during the taught sessions will be started with tutor supervision and finished independently
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Digital Portfolio LO1, LO3.	50%
	2000 word reflective blog including creative process LO2, LO4	50%
		Total: 100%

### REFERRAL ASSESSMENT (new piece of work)

Element Category	Component Name	Component Weighting
Coursework	Digital Portfolio including 2000 word reflective blog including creative process LO2, LO4, LO1, LO3	100%

To be completed when presented for Minor Change approval and/or annually updated	
<b>Updated by:</b> Ekow Essiful Date: 30/06/2020	<b>Updated by:</b> Lynne Andrews Date: 30/06/2020

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD.** . *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

<b>MODULE CODE:</b> UCSD1003	<b>MODULE TITLE:</b> Visual & Design Communications	
<b>CREDITS:</b> 20	<b>FHEQ LEVEL:</b> 4	<b>HECOS CODE:</b> 100632
<b>PRE-REQUISITES:</b> None	<b>CO-REQUISITES:</b> None	<b>COMPENSATABLE:</b> Y

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

Students will be introduced to the formal elements and conventions of visual language and the ways designers communicate between themselves and others. Students will combine techniques; theoretical, drawn and digital, so that they can demonstrate their competence to express and describe, initiate, develop and conclude design ideas.

<b>ELEMENTS OF ASSESSMENT</b> <i>[Use HESA KIS definitions]</i> – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design  
**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- To ensure the student is familiar with drawing conventions in their broadest sense and those particular to the communication of design ideas.
- To introduce aids to visualisation as part of the sketch design development process.
- To integrate digital design tools as an integral part of managing and visualising the design process.
- To provide a base for continued learning.

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

Assessed Module Learning Outcomes	Award/ Programme Learning Outcomes contributed to
LO1 Utilise skills of freehand and digital drawing conventions to convey meaning. LO2 Develop strategies for integrating ideas and processes towards creative outcomes. LO3 Apply drawing skills to initiate, develop and conclude design work. LO4 Application of theoretical frameworks to support visual outcomes.	8.1.1, 8.1.4 8.2.1, 8.2.2, 8.2.4 8.3.4 8.4.1 8.5.1

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 16/09/19	<b>SEMESTER:</b> Semester 1
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Tony Weaver	<b>OTHER MODULE STAFF:</b>

### Summary of Module Content

Through a series of short lectures and demonstrations students will develop an understanding of and skills in:

- methods for communicating in the creative industries
- visual language and aspects of its historical context,
- the design process, observational drawing as research and reflective sketch development
- theoretical and practical applications of colour, layout, grids and presentation methods, semiotics and meaning, graphics, branding and identification.

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities	60	Formative feedback tutorials will be held at week 15 and week 27 with summative assessment week 30 through a portfolio
Independent	140	The tasks set during the taught sessions will be started with tutor supervision and finished independently
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Body of practical work including objects and test samples. LO1, LO3,	50%
	Subject research, sketchbooks and reflective account e.g. vlog, blog or podcast LO2, LO4	50%
		Total: 100%

### REFERRAL ASSESSMENT (new piece of work)

Element Category	Component Name	Component Weighting
Coursework	Body of practical work including objects and test samples. LO1, LO3, Subject research, sketchbooks and reflective account e.g. vlog, blog or podcast LO2, LO4	100%

To be completed when presented for Minor Change approval and/or annually updated	
<b>Updated by:</b> Tony Weaver Date: 30/04/2020	<b>Updated by:</b> Lynne Andrews Date: 30/04/2020

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD.** . *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

<b>MODULE CODE:</b> UCSD1004	<b>MODULE TITLE:</b> Developing Collaborative Practice	
<b>CREDITS:</b> 20	<b>FHEQ LEVEL:</b> 4	<b>HECOS CODE:</b> 101361
<b>PRE-REQUISITES:</b> None	<b>CO-REQUISITES:</b> None	<b>COMPENSATABLE:</b> Y

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

This module provides the opportunity to pitch and produce creative content by identifying external contexts, live or simulated, and work to a given brief. Students will record the development, communications and process in a portfolio. Throughout this process a greater awareness of the realities of working, including intellectual property, will be gained through project management, negotiation and interaction with others.

<b>ELEMENTS OF ASSESSMENT</b> [Use HESA KIS definitions] – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	50%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	50%

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Contemporary Arts Practice  
**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- To enable students to experience the working practices of the creative sector and gain greater awareness of various business practices, including intellectual property, through personal engagement.
- To encourage the development of transferable skills that can be applied to various professional and academic contexts.
- To manage time and resources effectively by developing planning, organisational and project management skills.

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

Assessed Module Learning Outcomes	Award/ Programme Learning Outcomes contributed to
LO1 Articulate ideas and present these in visual, oral and written forms in a professional context LO2 Employ professional approaches, communicating and collaborating with others when working to a brief. LO3 Coordinate and manage a project LO4 Record and evaluate own practice	Cognitive and intellectual skills 3 Key and transferable skills 1 & 3 Employment related skills 1, 2, 3 & 4 Practical skills 2 & 3

Guidance for Learning Outcomes is given below; please refer to the Programme Specification for relevant Award Learning Outcomes.

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 20/01/2020	<b>SEMESTER:</b> Semester 2
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

Additional notes (for office use only):

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Christopher Matthews	<b>OTHER MODULE STAFF:</b>

### Summary of Module Content

Through a series of lectures, seminars and client briefings students will:

- be expected to pitch, manage and produce design content to meet the needs of a simulated or live client brief.
- Look at legalities and working practices in industry including intellectual property.
- be expected to manage all aspects of the production, recording and evidencing their ability to do so
- record all stages of the project process.
- deliver final design content to the client using appropriate and relevant methods.
- reflect on working process and outcome including feedback from the client

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities	30	Taught sessions will consist of delivery and a formative assessment will give feedback midway through.
Tutorials	20	Tutorials, one to one and group.
External Visits, Industry visits	10	Including visits to industry, exhibitions and professional and visiting artists here at UCSD.
Independent	140	The tasks set during the taught sessions will be started with tutor supervision and finished independently.
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Practical	Pitch to client LO1	50%
	Presentation of outcomes LO2	50%
		Total: 100%
Coursework	Body of work including project outcome; experimentation; subject research, sketchbooks and reflection LO3, LO4	100%

**REFERRAL ASSESSMENT (new piece of work)**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Practical	Presentation of pitch and outcomes LO1 LO2	100%
Coursework	Body of work including project outcome; experimentation; subject research, sketchbooks and reflection LO3, LO4	100%

**To be completed when presented for Minor Change approval and/or annually updated**

**Updated by:** Lynne Andrews  
Date: 30/04/2020

**Approved by:** Gareth Day  
Date: 30/04/2020

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD.** . *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

<b>MODULE CODE:</b> UCSD1005	<b>MODULE TITLE:</b> Understanding Contextual Referencing	
<b>CREDITS:</b> 20	<b>FHEQ LEVEL:</b> 4	<b>HECOS CODE:</b>
<b>PRE-REQUISITES:</b> None	<b>CO-REQUISITES:</b> None	<b>COMPENSATABLE:</b> Y

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

Students will be given the opportunity to examine the underlying theoretical concerns of their practice, to understand the historical and contemporary contexts for creative practice, and develop a range of research and communications skills which can be used to inform sustained critical reflection and personal creative development.

<b>ELEMENTS OF ASSESSMENT</b> [Use HESA KIS definitions] – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design

**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- To develop an understanding of historical and contemporary influences in art and design
- To develop an understanding of how meaning is made within creative practice
- Understand the relationship between audience and creative practice
- To apply knowledge and understanding in interpreting creative practice

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

<b>Assessed Module Learning Outcomes</b>	<b>Award/ Programme Learning Outcomes contributed to</b>
LO1 Explore and evidence a range of academic sources. LO2 Recognise the influence and impact of technologies, and art and design processes in making meaning. LO3 Articulate an understanding of the relationship between audience and creative practice. LO4 Analyse the influence of emerging technology on processes and audience perception	Knowledge and understanding 1, 2, 3 & 4 Cognitive and intellectual skills 3 & 4 Key and transferable skills 1, 2 & 3

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 16/09/19	<b>SEMESTER:</b> Semester 1 & 2
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Lynne Andrews/Bruce Chivers (CAP)	<b>OTHER MODULE STAFF:</b>

### Summary of Module Content

Through lectures, seminars and self-directed research students will build an understanding of:

- key concepts in relation to creative design, contemporary and historical influences
- develop analytical skills
- selecting, analysing and citing information
- developing responses to a range of creative outcomes
- communication theories in the construction of meaning and audience perception
- ethical issues in relation to creativity.

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities	40	Taught sessions will consist of delivery and a formative assessment will give feedback midway through.
Tutorials	20	Tutorials, one to one and group.
Independent	140	The tasks set during the taught sessions will be started with tutor supervision and finished independently.
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Research Journal Independent research from a range of sources, critical evaluation, referencing LO1, LO4	50%
	Critical Report Illustrated critical report, accurate referencing, structured research notes LO2, LO3	50%
		Total:100%

### REFERRAL ASSESSMENT (new piece of work)

Element Category	Component Name	Component Weighting
Coursework	Illustrated critical report LO1,2,3,4	100%
<b>To be completed when presented for Minor Change approval and/or annually updated</b>		

<b>Updated by:</b> Lynne Andrews Date: 04/06/2020	<b>Approved by:</b> Sam Aspden Date: 05/06/2020
--	--

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD.** *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

<b>MODULE CODE:</b> UCSD2000	<b>MODULE TITLE:</b> Negotiated Research	
<b>CREDITS:</b> 20	<b>FHEQ LEVEL:</b> 5	<b>HECOS CODE:</b> 101361
<b>PRE-REQUISITES:</b> None	<b>CO-REQUISITES:</b> None	<b>COMPENSATABLE:</b> Y

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

The module will discuss the cultural context of creative digital design and will examine issues that may impact on current and future practice. The content will support the development and production of an individually researched and produced essay and wherever possible this may inform and underpin subsequent practical assignments.

<b>ELEMENTS OF ASSESSMENT</b> <i>[Use HESA KIS definitions]</i> – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design

**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- To allow students to engage critically and analytically with issues that affect current practice and future design possibilities.
- To enable students to utilise research to inform their own evidence based practice.
- To encourage the integration of theoretical frameworks and ethical perspectives.

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

<b>Assessed Module Learning Outcomes</b>	<b>Award/ Programme Learning Outcomes contributed to</b>
LO1 Show understanding of essential concepts, values, issues and debates that inform and influence creative practice.	8.1.1, 8.1.3
LO2 Synthesise, interpret and evaluate information from a number of sources.	8.2.3, 8.2.4
LO3 Evidence an understanding of the relationship between theory and practice	8.3.2, 8.3.4
LO4 Articulate a critical, ethical and sustainable approach to their work as a creative practitioner	8.4.1, 8.4.2, 8.4.3, 8.4.4

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 21/09/2020	<b>SEMESTER:</b> Semester 1 & 2
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

Additional notes (for office use only):

## **SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT**

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Bruce Chivers	<b>OTHER MODULE STAFF:</b>

### **Summary of Module Content**

A series of Tutor and Student led seminars and workshops will:

- examine issues introduced at Level 4 such as Visual Culture; Gender, identity and Representation; Ethnicity and Globalisation; Technological History; Ecology and Sustainability; Pluralism and Post Modernism; Ethics and Morality, The Post Digital Age.
- inform and contextualise the students chosen areas for an individually researched and produced document.
- support students in their writing to underpin their practical work.

<b>SUMMARY OF TEACHING AND LEARNING</b>		
<b>Scheduled Activities</b> <i>[KIS definitions]</i>	<b>Hours</b>	<b>Comments/Additional Information (briefly explain activities, including formative assessment opportunities)</b>
Scheduled activities	45	20 hours seminars, 20 hours tutorials, 5 hours lectures
Independent	155	Individually driven student research, with directed reading agreed in seminars and tutorials
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### **SUMMATIVE ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Research Portfolio LO1, LO3 4000 word essay LO2, LO4	50% 50% Total:100%

### **REFERRAL ASSESSMENT (new piece of work)**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Research Portfolio LO1, LO3 4000 word essay LO2, LO4	100%

<b>To be completed when presented for Minor Change approval and/or annually updated</b>	
<b>Updated by:</b> Tony Weaver Date: 30/04/2020	<b>Approved by:</b> Lynne Andrews Date: 30/04/2020

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD.** *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

<b>MODULE CODE:</b> UCSD2001	<b>MODULE TITLE:</b> Extended Digital Tools: Software, Systems and Applications	
<b>CREDITS:</b> 20	<b>FHEQ LEVEL:</b> 5	<b>HECOS CODE:</b> 100440
<b>PRE-REQUISITES:</b> None	<b>CO-REQUISITES:</b> None	<b>COMPENSATABLE:</b> Y

### SHORT MODULE DESCRIPTOR:

An extension of Digital Tools module from Level 4 this further expands knowledge from the fundamentals to an intermediate and advanced level. Learners will build on key areas of their own practice and skills to further develop them in a reflexive manner. There will be greater emphasis for learners to experiment with tools and techniques building on skills that encourage innovation and creativity.

<b>ELEMENTS OF ASSESSMENT</b> [Use HESA KIS definitions] – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design

**Professional body minimum pass mark requirement:** N/A

### MODULE AIMS:

- To identify areas of skills development and their importance and impact in a wider context.
- To experiment building on key concepts and practical skills.
- To demonstrate competency in developing high quality creative solutions.

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

Assessed Module Learning Outcomes	Award/ Programme Learning Outcomes contributed to
LO1 Evaluate in a reflexive manner with reference to own skills base.	8.1.1
LO2 Apply essential concepts in the context of well-defined scenarios.	8.2.2
LO3 Utilise a range of practical skills, processes and equipment.	8.3.1, 8.3.3
LO4 Evidence skills in analysis, design and implementation.	8.4.3, 8.4.4
	8.5.3, 8.5.4

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 21/09/2020	<b>SEMESTER:</b> Semester 1 Other (please specify)
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

Additional notes (for office use only):

**SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT**

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Ekow Essiful	<b>OTHER MODULE STAFF:</b>

**Summary of Module Content**

Through Tutor led sessions, workshops and seminars students will:

- build on the Digital Skills module from year one
- be encouraged to further development and consolidate skills
- use an exploratory approach
- independently identify design technologies to explore in greater depth
- examine the effectiveness of emergent technologies

<b>SUMMARY OF TEACHING AND LEARNING</b>		
<b>Scheduled Activities</b> <i>[KIS definitions]</i>	<b>Hours</b>	<b>Comments/Additional Information (briefly explain activities, including formative assessment opportunities)</b>
Scheduled activities	45	Tutor led sessions, workshops and seminars
Independent	155	Tutor led independent study
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

**SUMMATIVE ASSESSMENT**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Digital Portfolio LO2, LO3	50%
	2000 word reflective Blog including creative process LO1, LO4	50%
		Total: 100%

**REFERRAL ASSESSMENT (new piece of work)**

<b>Element Category</b>	<b>Component Name</b>	<b>Component Weighting</b>
Coursework	Digital Portfolio including research and development LO1, LO2, LO3, LO4	100%

<b>To be completed when presented for Minor Change approval and/or annually updated</b>	
<b>Updated by:</b> Ekow Essiful Date: 30/04/2020	<b>Approved by:</b> Lynne Andrews Date: 30/04/2020

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD.** *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

<b>MODULE CODE:</b> UCSD2002	<b>MODULE TITLE:</b> Developing Digital Artefacts	
<b>CREDITS:</b> 20	<b>FHEQ LEVEL:</b> 5	<b>HECOS CODE:</b> 100440
<b>PRE-REQUISITES:</b> None	<b>CO-REQUISITES:</b> None	<b>COMPENSATABLE:</b> Y

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

To enable students to implement ideas, skills and tools acquired from previous modules to create digital artefacts. Design and development skills will be applied using a range of digital tools for high quality outcomes. Production and development of short projects will be encouraged with an emphasis on the creation of artefacts in an industrial context.

<b>ELEMENTS OF ASSESSMENT</b> <i>[Use HESA KIS definitions]</i> – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	50%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	50%

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design

**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- To develop a deeper understanding of the role of technology in terms of digital production, content manipulation, distribution, access and use.
- To experiment, as appropriate, with forms, conventions, languages, techniques and practices.
- To work in flexible, creative and independent ways, showing self-discipline, self-direction and reflexivity.

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

Assessed Module Learning Outcomes	Award/ Programme Learning Outcomes contributed to
LO1 Apply a range of techniques and processes to develop a wider digital literacy. LO2 Evidence problem solving and evaluative skills. LO3 Work autonomously to refine a range of practical skills in developing effective design solutions. LO4 Critically evaluate processes and outcomes.	8.2.1, 8.2.4 8.3.3, 8.3.4 8.4.4 8.5.1, 8.5.2, 8.5.4

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 21/09/2020	<b>SEMESTER:</b> Semester 2
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

Additional notes (for office use only):

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Ekow Essiful	<b>OTHER MODULE STAFF:</b>

### Summary of Module Content

Through lectures, seminars and workshops students will:

- expand their knowledge of the role of technology in the production of digital content.
- develop their skill and understanding of creative visualisation
- experiment to reach desired outcomes
- utilise a range of software and hardware in developing artefacts.

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities	45	Tutor led sessions, workshops and seminars
Independent	155	Tutor led independent study
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Body of practical work including digital artefacts; test samples; subject research and sketchbooks. LO3, LO4	100%
Practical	Presentation (digital Literacy) LO1, LO2	100%

### REFERRAL ASSESSMENT (new piece of work)

Element Category	Component Name	Component Weighting
Coursework	Body of practical work including digital artefacts; test samples; subject research, sketchbooks & report on digital skills. LO3, LO4	100%
Practical	Presentation (digital Literacy) LO1, LO2	100%

To be completed when presented for Minor Change approval and/or annually updated	
<b>Updated by:</b> Ekow Essiful Date: 30/04/2020	<b>Approved by:</b> Lynne Andrews Date: 30/04/2020

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD.** *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

<b>MODULE CODE:</b> UCSD2003	<b>MODULE TITLE:</b> Professional Engagement	
<b>CREDITS:</b> 20	<b>FHEQ LEVEL:</b> 5	<b>HECOS CODE:</b> 101361
<b>PRE-REQUISITES:</b> None	<b>CO-REQUISITES:</b> None	<b>COMPENSATABLE:</b> Y

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

Students will work in a manner that reflects industry practice, developing skills of collaboration and negotiation. The ability to interact with outside agencies to reach solutions and meet deadlines is central to this module. A multi-disciplinary approach to development and creative production will be encouraged, underpinned by recognised professional practice.

<b>ELEMENTS OF ASSESSMENT</b> <i>[Use HESA KIS definitions]</i> – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	50%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	50%

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design

**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- Develop an understanding of the processes linking production, distribution and consumption
- To develop an understanding of the relationship between the audience, practitioner, creative and business community.
- Manage time and resources effectively by drawing on planning, organisational, project management and production skills
- To develop an awareness of marketing and presentation as tools for success.
- To equip students with the necessary skills to function effectively within the business & creative community

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

Assessed Module Learning Outcomes	Award/ Programme Learning Outcomes contributed to
LO1 Identify the positions and roles of creative practitioners in society. LO2 Work professionally and collaboratively with clients or external agencies. LO3 The ability to succinctly present rational and reasoned arguments in response to a client brief. LO4 Collate and develop self-promotion materials.	8.1.2, 8.1.3 8.2.2, 8.2.3 8.3.1, 8.3.3, 8.3.4 8.4.1 8.4.2, 8.4.3, 8.4.4

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 18/01/2021	<b>SEMESTER:</b> Semester 1 & 2

<b>DATE(S) OF APPROVED CHANGE:</b>	
------------------------------------	--

XX/XX/XXXX	
------------	--

Additional notes (for office use only):

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> Lynne Andrews	<b>OTHER MODULE STAFF:</b>

### Summary of Module Content

Through a series of workshops and seminars students will:

- explore working in a professional environment.
- identify an external agency or client to produce a creative outcome for.
- under supervision, organise and manage their time to reach a fixed deadline.
- develop a personal response to professional engagement with external agencies
- use appropriate design methods to reach a finalised end product
- evidence the design process from concept, initiating ideas and development, through refinement of technical skills, to the final solution
- develop their own promotional materials and digital portfolio to support their progression.

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities	45	Formative feedback tutorials will be held at week 15 and week 27 with summative assessment week 30 through a portfolio
Independent	155	The tasks set during the taught sessions will be started with tutor supervision and finished independently
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Portfolio LO1, LO4	100%
Practical	Pitch LO2 Presentation of outcomes LO3	100%

### REFERRAL ASSESSMENT (new piece of work)

Element Category	Component Name	Component Weighting
Coursework	Portfolio LO1, LO4	100%
Practical	Pitch LO2 Presentation of outcomes LO3	100%

To be completed when presented for Minor Change approval and/or annually updated	
<b>Updated by:</b> Lynne Andrews Date: 30/04/2020	<b>Approved by:</b> Gareth Day Date: 30/04/2020

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD** *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

<b>MODULE CODE:</b> UCSD2004	<b>MODULE TITLE:</b> Exploration for Innovation	<b>HECOS CODE:</b> 101361
<b>CREDITS:</b> 20	<b>FHEQ LEVEL:</b> 5	<b>COMPENSATABLE:</b> Y
<b>PRE-REQUISITES:</b> None	<b>CO-REQUISITES:</b> None	

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

Students will negotiate a project that will demonstrate their chosen direction and a growing independence in terms of concept, process, time management and awareness of constraints. Discussion of ideas and progress through regular peer group seminars and guidance tutorials will aid evaluative and decision making processes and will be an important part of this module.

<b>ELEMENTS OF ASSESSMENT</b> <i>[Use HESA KIS definitions]</i> – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%
<b>E2</b> (Clinical Examination)		<b>A1</b> (Generic assessment)	
<b>T1</b> (Test)		<b>P1</b> (Practical)	

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design

**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- To provide an opportunity for students to evolve and develop a personal and innovative approach to their practice.
- To encourage independent critical evaluation and reflection at key points in the process.
- To increase vocational skill levels and an awareness of knowledge and expertise required to achieve high standards of production.

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

<b>Assessed Module Learning Outcomes</b>	<b>Award/ Programme Learning Outcomes contributed to</b>
LO1 Explore and experiment using a range of practical skills, processes and equipment in an effective and creative manner, in accordance with professional practice. LO2 Articulate ideas and intended outcomes. LO3 Develop appropriate strategies for integrating research towards effective creative outcomes. LO4 Evaluate own abilities and understanding and reflect on own learning.	8.1.1, 8.1.4 8.2.4 8.3.1, 8.3.3, 8.3.4 8.4.4 8.5.2, 8.5.3, 8.5.4

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 21/09/2020	<b>SEMESTER:</b> Semester 1
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR: 2020/21</b>	<b>NATIONAL COST CENTRE: 143</b>
<b>MODULE LEADER: Tony Weaver</b>	<b>OTHER MODULE STAFF:</b>

### Summary of Module Content

Students will;

- produce a personal design project which will be guided by and negotiated with the staff team
- outline sources, content, materials, processes and outcomes
- work through a brief to demonstrate a greater awareness of scheduling and time management and an understanding of the constraints of production processes.
- Discuss ideas and progress through regular peer group seminars with the addition of feedback tutorials will put evaluation and decision making at the centre of this module.
- Produce an 800 word report.

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities	45	Formative feedback tutorials will be held at week 8 and week 13 with summative assessment at 15 through a portfolio
Independent	155	The design brief will lead the schedule of independent working, with tutorial guidance from the taught sessions
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Evaluative Report LO4	25%
	Coursework portfolio LO1, 2 & 3	75%
		Total:100%

### REFERRAL ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Coursework Portfolio with evaluation. LO1,2,3 & 4	100%

To be completed when presented for Minor Change approval and/or annually updated	
<b>Updated by:</b> Tony Weaver Date: 30/04/2020	<b>Approved by:</b> Lynne Andrews Date: 30/04/2020

## UNIVERSITY CENTRE SOUTH DEVON MODULE RECORD

**SECTION A: DEFINITIVE MODULE RECORD** *Proposed changes must be submitted via the HE Quality Office for approval and issue of new module code.*

**MODULE CODE:** UCSD2005

**MODULE TITLE:** Major Project

**CREDITS:** 20

**FHEQ LEVEL:** 5

**HECOS CODE:** 101361

**PRE-REQUISITES:** None

**CO-REQUISITES:** None

**COMPENSATABLE:** Y

**SHORT MODULE DESCRIPTOR:** *(max 425 characters)*

The major project provides a vehicle to demonstrate the accumulated skills and greater independence of students at the end of the programme and will act to confirm students' future directions. After approval, students will be expected to manage a project, from initiation through to creative outcome. The presentation and display of work produced is an assessable part of this module.

<b>ELEMENTS OF ASSESSMENT</b> [Use HESA KIS definitions] – see <a href="#">Definitions of Elements and Components of Assessment</a>			
<b>E1</b> (Examination)		<b>C1</b> (Coursework)	100%
<b>E2</b> (Clinical Examination)			
<b>T1</b> (Test)		<b>P1</b> (Practical)	

**SUBJECT ASSESSMENT PANEL to which module should be linked:** FdA Creative Digital Design

**Professional body minimum pass mark requirement:** N/A

**MODULE AIMS:**

- To provide a vehicle for the accumulated skills of the programme whereby students are able to demonstrate independent and individual approaches toward creative outcomes.
- To further encourage the integration of relevant processes, reflection and analysis.
- To demonstrate the refinement of skills.
- To consider the professional presentation of all aspects of the project.

**ASSESSED LEARNING OUTCOMES:** At the end of the module the learner will be expected to be able to:

<b>Assessed Module Learning Outcomes</b>	<b>Award/ Programme Learning Outcomes contributed to</b>
LO1 Direct and manage an independent project.	8.1.3
LO2 Integrate appropriate processes to produce creative outcomes.	8.2.1, 8.2.2, 8.2.3 8.3.1, 8.3.2
LO3 Work to produce a refined outcome that takes account of professional standards.	8.4.1, 8.4.2, 8.4.3, 8.4.4
LO4 Exhibit finished work on an appropriate platform.	8.5.1, 8.5.4

<b>DATE OF APPROVAL:</b> XX/XX/XXXX	<b>AWARDING BODY:</b> South Devon College
<b>DATE OF IMPLEMENTATION:</b> 18/01/2021	<b>SEMESTER:</b> Semester 2
<b>DATE(S) OF APPROVED CHANGE:</b> XX/XX/XXXX	

Additional notes (for office use only):

## SECTION B: DETAILS OF TEACHING, LEARNING AND ASSESSMENT

<b>ACADEMIC YEAR:</b> 2020/21	<b>NATIONAL COST CENTRE:</b> 143
<b>MODULE LEADER:</b> tbc	<b>OTHER MODULE STAFF:</b>

### Summary of Module Content

Students will be supported through Tutor led sessions to:

- determine a creative outcome utilising accumulated skills acquired throughout the programme
- integrate, extend and refine skills to a professional outcome.
- identify a range of external opportunities for their work
- reflect and analyse through peer review, presentation and exhibition.

SUMMARY OF TEACHING AND LEARNING		
Scheduled Activities <i>[KIS definitions]</i>	Hours	Comments/Additional Information (briefly explain activities, including formative assessment opportunities)
Scheduled activities	45	Formative feedback tutorials will be held throughout, with summative assessment at week 27 through a presentation/exhibition
Independent	155	The design brief will lead the schedule of independent working, with tutorial guidance from the taught sessions
<b>Total</b>	<b>200</b>	<b>(NB: 1 credit = 10 hours of learning; 20 credits = 200 hours, etc.)</b>

### SUMMATIVE ASSESSMENT

Element Category	Component Name	Component Weighting
Coursework	Portfolio including test samples; project management file; subject research and sketchbooks LO1, LO2	50%
	Project Output LO3, LO4	50%
		Total: 100%

### REFERRAL ASSESSMENT (new piece of work)

Element Category	Component Name	Component Weighting
Coursework	Portfolio including test samples; project management file; subject research and sketchbooks LO1, LO2  Project Output LO3, LO4	100%

**To be completed when presented for Minor Change approval and/or annually updated**

<b>Updated by:</b> Tony Weaver Date: 30/04/2020	<b>Approved by:</b> Lynne Andrews Date: 30/04/2020
--	---