Programme Specification and Curriculum Map for Masters in Creative Technology

1. Programme title	MA/MSc Creative Technology
2. Awarding institution	Middlesex University
3. Teaching institution	Middlesex University
4. Programme accredited by	
5. Final qualification	MA/MSc Creative Technology
6. Academic year	2017/18
7. Language of study	English
8. Mode of study	1 Year Full-time

9. Criteria for admission to the programme

1. The recruitment process complies with the University regulations.
2. The programme seeks to recruit students who possess an appropriate undergraduate qualification and can demonstrate an interest in working with creative technologies.
3. The programme will draw, though not exclusively, from two broad sources that reflect the disciplines and skills that the programme draws together:
   - Computing graduates, who will have a good degree (2:1 or better) in Computing Science or a similar discipline, who will have studied at least some human computer interaction, media technology, gaming or similar topics at undergraduate level.
   - Art, Design and Media graduates, especially those with a background in fine art, performance or digital media, again with a good undergraduate degree (2:1 or better). Such applicants should have some experience of working with computational artefacts and be comfortable with the prospect of learning programming languages, and other highly configurable software packages.
4. Candidates will be expected to demonstrate an appropriate level of aptitude in their application for admission to the programme, and may

be interviewed either in person or online if the programme team deem it necessary. The interview will give the applicant an opportunity both to learn more about the programme and to provide further evidence of their aptitude for, and interest in, working with creative technologies and digital media.

5. The recruitment process and the interview will also present an opportunity to inform applicants about other related provision within the University, allowing students to ensure that they are on the programme best suited to their interests and expectations.

6. Candidates will need a high level of competence in the use of English, equivalent to at least 6.5 in the IELTS test.

7. Candidates who do not meet the standard degree entry requirements may still be admitted if they can demonstrate that their professional experience has given them an appropriate level of ability in working with creative technologies and digital media.

10. Aims of the programme

The programme aims to:

- provide students with a responsive, welcoming and academically sophisticated environment in which to experiment with and develop their practical abilities in contemporary creative technologies
- help students develop a systematic, informed and reflective approach to creative technical practice and to facilitate the development of the skills required to undertake imaginative and experimental collaborative project work, as well as the skills to

- work effectively in a rapidly changing social and cultural environment
- equip students with the knowledge and understanding of what creative technologies are, what problems they pose, what opportunities, possibilities and challenges they create, and to help them respond to these problems, challenges, opportunities and possibilities inventively
- give students the ability to make informed aesthetic, practical and technical evaluations both of their own work and of the work of others and to communicate their evaluations clearly, critically and constructively
- enable students to develop; an informed understanding of the contexts in which creative technology operates, the way these contexts constrain and enable creative work and to understand the economic, social and cultural dynamics driving those contexts.
- give students the confidence and ability to pursue, plan and develop their own creative technical practice, in whatever area that may be, within the different timeframes of the project, the job and the career

11. Programme outcomes	
A. Knowledge and understanding	
On completion of this programme the successful student will have knowledge and understanding of:	**Teaching/learning methods**
1. The nature and range of industries in which creative technology and digital	Students gain knowledge and understanding through lectures, seminars and

media is operative

2. The problems, challenges, possibilities and implications of the tendential convergence of creative and technical work in a range of fields
3. The processes, practices, contexts and constraints of creative technical work
4. Contemporary trends in and the dynamic drivers behind developments in creative technology and creative technical practice
5. The specific - existing and emerging - technologies appropriate for use in the development of collaborative creative project work
6. New and established research both informing and analysing creative technology research and the limitations of that research
7. The importance, risk and dynamics of creative technical innovation.

workshops delivered either online or on campus, online discussions, project work and independent research

Assessment Methods

Students' knowledge and understanding is assessed by coursework: reports, presentations, appropriately researched and documented project work

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B. Cognitive (thinking) skills

On completion of this programme the successful student will be able to:

1. Situate, analyse and evaluate creative technical work in a broader context
2. Learn from and evaluate current practice in and research concerning the use of creative technologies and

Teaching/learning methods

Students learn cognitive skills through lectures, seminars, workshops, online discussions, project work and independent research

digital media 3. Articulate and respond to constructive critical feedback 4. Develop and communicate an informed evaluation of own work 5. Identify learning needs in relation to both specific and general problems and challenges of the programme 6. Propose, develop and present ideas for the creative use of digital technologies	**Assessment methods** Students' cognitive skills are assessed by coursework: reports, presentations, appropriately researched and documented project work
C. Practical skills On completion of the programme the successful student will be able to: 1. Work, communicate, agree and disagree effectively in team situations across a range of media 2. Work competently in a range of technologies (e.g. programming languages, tools, environments etc) 3. Display refined and extended abilities in the field of creative industry practice of choice (use of tools, diagnosis of problems) 4. Plan, organise and manage projects 5. Work competently at - and in recognition of - all stages of and roles in creative projects 6. Work effectively with evaluative and diagnostic (e.g. trouble-shooting) techniques 7. Take risks in an informed and responsible manner	**Teaching/learning methods** Students learn practical skills through workshops, project work, independent research and self-directed learning **Assessment Method** Practical skills are assessed by reports, presentations, appropriately researched and documented project work

D. Graduate skills	Teaching/learning methods
On completion of this programme the successful student will be able to: 1. Apply strategies/ informed, reflective practice to ongoing learning, self-managed and industry-located work 2. Apply and adapt collaborative, group-based approach to other fields of working practice 3. Plan for effective career development in an informed way 4. Use a variety of forms and media of communication effectively 5. Exercise imagination, initiative and responsibility in professional life	Students acquire graduate skills through workshops, project work, independent research and self-directed learning and more generally through interaction with fellow students, staff and others. **Assessment method** Students' graduate skills are assessed by coursework: reports, presentations, appropriately researched and documented project work.

A note on the MSc and MA awards

The exit award achieved by a student (MA or MSc) is not a reflection of the student's entry qualifications, but is determined by the nature of the work undertaken for the final project, which is negotiated with teaching staff. MA students will produce and document work prioritizing critical self-reflection and will demonstrate a critical awareness of the cultural, social and historical context of their piece. (Assessment will particularly focus on B1,4). MSc students' work will emphasize technical competence and, design contexts and considerations (Assessment focusing on C2,3)

12. Programme structure (levels, modules, credits and progression requirements)

12. 1 Overall structure of the programme

The Masters programme in Creative Technology is undertaken full-time in one calendar year (September to September) of three consecutive 15-week stages (12 teaching weeks + 3 assessment weeks). At present, there is only one entry point in September.

Each 30-credit module requires a total of 18 hours of study per week (comprising taught sessions, independent study, the use of studios and workshops, and presentations by visiting professional practitioners). The two-term 60 credit module requires an equivalent commitment per week.

Full-time students undertaking 60 credits per stage should expect to commit 36 hours per week to their studies. The Final Project module requires a commitment of roughly 36 hours per week in its own right.

All students take all modules, although modules are structured so as to allow for progressively more specialization and focus on specific areas of interest.

The two 30 credit modules maintain a regular structure of contact teaching throughout the term. The 60 credit collaborative projects module will move progressively towards self-directed study, with periodic individual and group supervision. Staff and students remain in regular contact throughout the course of the programme and students are encouraged to adopt a collaborative approach to study both within the modules and in their independent, self-directed work.
Access to campus-based facilities will depend on Covid-19 related restrictions in place at the time, and in some instances online facilities may be used instead.

Students are required to maintain a programme 'diary' to enable them – and to enable staff – to evaluate their progress on the programme relative to the broader career goals that they are seeking to meet

through the programme. This, together with the project documentation, informs the students' personal development planning (PDP).

The final award that the student will receive – the Master of Arts in Creative Technology or the Master of Science in Creative Technology – is decided on the basis of the nature of the final project that the student works on. This is a decision that will be based on the substantive nature of the work involved in that project. Criteria for determining the final award will be discussed with students prior to their making a decision about exactly how to develop their final project work. See the module outlines for MDA4600 and MDA4605 for more information. Students will be given clear advice and guidance about how the work that they do will qualify them for their final award at regular intervals throughout the programme, and their use of a programme 'diary'

will provide the basis for discussions with staff regarding their progress towards meeting their learning needs.

12.2 Levels and modules		
Level 7(1)		
COMPULSORY	OPTIONAL	PROGRESSION REQUIREMENTS
Students must take all of the following: CMT4600 (30 credits) CMT4605 (30 credits) MDA4600 (60 credits) MDA4605 (60 credits)	n/a	Students must have achieved 120 credits at level 7 on the programme as a prerequisite to progress to MDA4605, the Final Project module

12.3 Non-compensatable modules (note statement in 12.2 regarding FHEQ levels)	
Module level	Module code
7	All modules are non-compensatable

13. Curriculum map
See attached.

14. Information about assessment regulations
All modules are assessed on the basis of the University's 1-20 marking scale, which determines the level of the Award (Pass, Merit, or Distinction). All assessment components on all modules must be passed, and individual modules have specific assessment criteria. For complete assessment regulation details, please refer to the

University Regulations.

15. Placement opportunities, requirements and support (if applicable)

There are no specific provisions made within the Programme for placements. However, students may elect to do the Final Project in conjunction with an Industry placement. Students will have responsibility for making these arrangements and any such project will be subject to approval from the Programme Team.

Placements will be dependent on employer availability taking into account any Covid-19 related restrictions.

16. Future careers (if applicable)

A range of career paths will be open to students on this programme. The specific career paths will partly be a function of the student's choice of undergraduate programme, partly on the students' work experience, and partly a function of the final award made here. A student awarded an MSc with a first degree in computing is likely to go into software development (programming, design, project management in a range of fields, including gaming, music software, image processing). A student awarded an MA, with a first degree in an Arts subject, will be well suited to work in media design or creative/media production, or to develop their own professional practice. The extensive experience that all students will acquire in collaborative project work and the broad understanding that students will acquire of creative technology and digital media more generally, will make all our graduates suitable for employment in team- based creative industry environments. It is anticipated that many of our students will want to continue to pursue their own ideas and work through running their own businesses. The programme also seeks to ensure that students with the interest and the aptitude will be able to move into further postgraduate research study.

17. Particular Support for learning (if applicable)

18. JACS code (or other relevant coding system)	JACS code 1: I200(50%) JACS code 2: W280 (50%)

19. Relevant QAA subject benchmark groups

QAA Subject Benchmarks for Art and Design 2017

QAA Subject Benchmarks for Computing (Masters) 2011

20. Reference points

The following reference points were used in devising the programme

- Middlesex University Regulations –
  ~~http://www.mdx.ac.uk/about~~ us/policies/university-regulations

21. Other information

Curriculum map for Masters in Creative Technology

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

Programme learning outcomes

Knowledge and understanding		Practical skills	
A1	The nature and range of industries in which creative technology and digital media is operative	C1	Work, communicate, agree and disagree effectively in team situations across range of media
A2	The problems, challenges, possibilities and implications of the tendential convergence of creative and technical work in a range of fields	C2	Abilities in a range of technologies (languages, tools, environments etc)
A3	The processes, practices, contexts and constraints of creative technical work	C3	Refined and extended abilities in the field of creative industry practice of choice (use of tools, diagnosis
A4	Contemporary trends in and the dynamic drivers behind developments in creative technology and creative technical practice	C4	Project planning, organising and management
A5	The specific - existing and emerging - technologies appropriate for use in the development of collaborative creative project work	C5	Work competently at - and in recognition of - all stages of and roles in creative projects
A6	New and established research both informing and analysing creative technology research and the limitations of that	C6	Use of evaluative and diagnostic (ie trouble-shooting) techniques

	research		
A7	The importance, risk and dynamics of creative technical innovation	C7	Ability to take risks in an informed and responsible manner
Cognitive skills		**Graduate skills**	
B1	Situate, analyse and evaluate creative technical work in a broader context	D1	Apply strategies/ informed, reflective practice to ongoing learning, self-managed and industry- related projects.
B2	Learn from and evaluate current practice in and research concerning the use of creative technologies and digital media	D2	Apply and adapt collaborative, group-based approach to other fields of working practice
B3	Articulate and respond to constructive critical feedback	D3	Informed planning for effective career development
B4	Develop and communicate an informed evaluation of own work	D4	Effective use of a variety of forms and media in? communication
B5	Identify learning needs in relation to both specific and general creative technical problems and challenges of the programme	D5	Exercise of imagination, initiative and responsibility in professional life
B6	Propose, develop and present ideas for the creative use of digital technologies		

This section shows the highest level at which programme outcomes are to be achieved by all graduates, and maps programme learning outcomes against the modules in which they are assessed.

MA/MSc Creative Technology

Programme outcomes																								
A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	C7	D1	D2	D3	D4	D5
Highest level achieved by all graduates																								
7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7	7

Module title	Module code by level	Programme outcomes																							
		A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	B6	C1	C2	C3	C4	C5	C6	C7	D1	D2	D3	D4
Directions in Creative Technology and Digital Media	CMT4600		X		X	X	X			X	X	X	X		X	X	X		X		X				X	X
Working with the Creative Industries	CMT4605	X		X	X		X	X	X	X	X		X		X	X			X		X				X	X
Collaborative Projects and Practice	MDA4600	X		X		X	X	X		X		X		X	X		X	X	X		X	X				
Final Project	MDA4605		X		X	X		X	X	X		X		X		X		X	X		X		X