

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
6. Academic year	2016/17
7. Language of study	English
8. Mode of study	1 Year Full-time 2 Years Part-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 – if not necessarily expert – in using scripting languages, authorware, 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 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. 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. For such candidates, it may also be possible to give some accreditation of prior learning (up to 30 credits, to be set against CMT4600).
 6. 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.
 7. Candidates will need a high level of competence in the use of English, equivalent to at least 6.5 in the IELTS test or TOEFL 575 (paper based), 237 (computer based).
 8. 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 student's progress through the programme and in particular by the nature of the choice of final project. It is anticipated that in the normal state of affairs, a student who wishes to progress through the programme to e.g. an MSc will be able to do so, but that will be dependent on the student displaying sufficient of the skills associated with MSc programmes (see statement on Benchmarking Standards below).

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 in clearly, critically and constructively
- enable students to develop and 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:

1. The nature and range of industries in which creative technology and digital media is operative
2. The problems, challenges, possibilities and implications of the tential 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

Teaching/learning methods

Students gain knowledge and understanding through lectures, seminars, workshops, 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

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 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 programme
6. Propose, develop and present ideas for the creative use of digital technologies

Teaching/learning methods

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

Assessment Method

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 range of media
2. Work competently in a range of technologies (languages, tools, environments etc)
3. Display refined and extended abilities in 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 (ie 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

Students' practical skills are assessed by reports, presentations, appropriately researched and documented project work

D. Graduate Skills

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

Teaching/learning methods

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 in the learning environment

Assessment method

Students' graduate skills are assessed by coursework: reports, presentations, appropriately researched and documented project work.

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

12. 1 Overall structure of the programme

The Master 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); and also part-time over two years. 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, while the study time of part-time students is pro-rata to the amount of credits taken at each stage. 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 specialisation 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.

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.

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 Curriculum Map 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. Self-deferral is not allowed on any of the modules – students seeking to defer must consult the Assessment Administrator.

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.

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, 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: G500 (50%)

JACS code 2: W280 (50%)

19. Relevant QAA subject benchmark group(s)

Art and Design

20. Reference points

The following reference points were used in devising the programme

- Middlesex University Regulations – <http://www.mdx.ac.uk/regulations/>
- Middlesex University Corporate Plan
- QAA National Qualifications Framework
- Subject Benchmark Statement AR 055 3/2002 – Art & Design
- CPHC/BCS Benchmarking Standards for Taught Masters Programmes in Computing Science
- Industry Advisory Panel

21. Other information

Please note programme specifications provide a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve if s/he takes full advantage of the learning opportunities that are provided. More detailed information about the programme can be found in the programme handbook and the University Regulations.