

## Liverpool John Moores University

Title: Creative Computing  
Status: Definitive  
Code: **3210FNDCMP** (127958)  
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics  
Teaching School/Faculty: Computer Science and Mathematics

Team	Leader
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**Academic Level:** FHEQ3      **Credit Value:** 20      **Total Delivered Hours:** 33  
**Total Learning Hours:** 200      **Private Study:** 167

### Delivery Options

Course typically offered: Semester 1

Component	Contact Hours
Lecture	11
Practical	22

**Grading Basis:** 40 %

### Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	AS1	Individual Digital Media Portfolio	50	
Technology	AS2	Digital Media Project	50	

### Aims

*To consolidate and extend previous knowledge and practical experience of digital media production tools and techniques.*

*To provide develop skills in devising, planning and managing the production of media rich experiences.*

## Learning Outcomes

After completing the module the student should be able to:

- 1 Understand the underpinning theory and concepts of digital media production
- 2 Use appropriate software applications to create digital media to an appropriate professional standard
- 3 Manage a digital media production project to create a real world digital media outcome

## Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Digital Media Portfolio	1	
Digital Media Project	2	3

## Outline Syllabus

*Media: Practices, Digital Culture, Ethics.*

*Internet Deliver Technologies.*

*Image and Graphic Production: Digital drawing.*

*Image manipulation, colour theory, use of filters and effects, preparing for print and web.*

*Vector graphic technology, typesetting.*

*Video production: Capturing video, principles of video editing, video editing software packages.*

*Project Design & Management: Project scoping, stakeholder and their influences, developing the team, usability, testing, workflow and the multimedia architecture.*

## Learning Activities

Lectures will concentrate on the necessary theory of these topics while hands-on practical sessions and the workshops will develop the capabilities to design, create, produce and deliver media rich experiences.

## Notes

This module provides the student with the concepts, methods, techniques and experience to design, develop and manage digital multimedia production.