

## Creative Computing

### Module Information

2022.01, Approved

#### Summary Information

Module Code	3210FNDCMP
Formal Module Title	Creative Computing
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	20
Academic level	FHEQ Level 3
Grading Schema	40

#### Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

#### Learning Methods

Learning Method Type	Hours
Lecture	11
Practical	22

#### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	12 Weeks

#### Aims and Outcomes

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.
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**After completing the module the student should be able to:**

**Learning Outcomes**

Code	Number	Description
MLO1	1	Understand the underpinning theory and concepts of digital media production
MLO2	2	Use appropriate software applications to create digital media to an appropriate professional standard
MLO3	3	Manage a digital media production project to create a real world digital media outcome

**Module Content**

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.
Module Overview	This module provides you with the concepts, methods, techniques and experience to design, develop and manage digital multimedia productions. Lectures will concentrate on the necessary theory of these topics while hands-on practical sessions and workshops will develop the capabilities to design, create, produce and deliver media rich experiences.
Additional Information	This module provides the student with the concepts, methods, techniques and experience to design, develop and manage digital multimedia production.

**Assessments**

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Digital Media Portfolio	50	0	MLO1
Report	Digital Media Project	50	0	MLO2, MLO3

**Module Contacts**

**Module Leader**

Contact Name	Applies to all offerings	Offerings
Andy Symons	Yes	N/A

**Partner Module Team**

Contact Name	Applies to all offerings	Offerings
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