



UNIVERSITY OF
PORTSMOUTH

COURSE SPECIFICATION

BSc (Hons) Creative Media Technologies

**Academic Standards, Quality and Partnerships
Department of Student and Academic Administration**

March 2018

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COURSE SPECIFICATION

Course Title	<i>BSc (Hons) Creative Media Technologies</i>
Final Award	<i>BSc (Hons)</i>
Exit Awards	<i>CertHE, DipHE, BSc</i>
Course Code / UCAS code (if applicable)	<i>C2734S / P3P1</i>
Mode of study	<i>Full time</i>
Mode of delivery	<i>Campus</i>
Normal length of course	<i>3 years, 4 years with placement</i>
Cohort(s) to which this course specification applies	<i>September 2019 intake onwards</i>
Awarding Body	<i>University of Portsmouth</i>
Teaching Institution	<i>University of Portsmouth</i>
Faculty	<i>Creative and Cultural Industries</i>
School/Department/Subject Group	<i>School of Creative Technologies</i>
School/Department/Subject Group webpage	http://www.port.ac.uk/school-of-creative-technologies/
Course webpage including entry criteria	https://www.port.ac.uk/study/courses/bsc-hons-creative-media-technologies
Professional and/or Statutory Regulatory Body accreditations	<i>None</i>
Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level	<i>Level 6</i>

This course specification provides a summary of the main features of the course, identifies the aims and learning outcomes of the course, the teaching, learning and assessment methods used by teaching staff, and the reference points used to inform the curriculum.

This information is therefore useful to potential students to help them choose the right course of study, to current students on the course and to staff teaching and administering the course.

Further detailed information on the individual modules within the course may be found in the relevant module descriptors and the Course Handbook provided to students on enrolment.

Please refer to the [Module Web Search](#) for further information on the course structure and modules.

Educational aims of the course

Students will follow a curriculum balanced between the development of knowledge and skills in multimedia and project management.

Educational aims:

- Provide a challenging, stimulating and self-rewarding study environment.
- Provide a framework whereby individual study paths may be forged based on choice from a range of options.
- Enable students to broaden their studies by including study modules from outside their discipline as degree option choices.
- Enable students to exercise choice in their studies and follow a Major/Minor or a sandwich programme.
- Develop a range of skills by means of opportunities provided in the study modules.
- Accommodate student needs in relation to maximizing their career potential by enabling them to develop knowledge, understanding and skills in their chosen subject area.
- Promote career aspirations by including study topics on general and specific professional practices and study skills.
- Provide opportunity for study and/or work exchange outside of the UK.

The course is designed to be flexible and allow the student choice of subject matter within the creative media industry. The student can then focus on a career path by the careful selection of options in Levels 5 and 6.

Course Learning Outcomes and Learning, Teaching and Assessment Strategies

The [Quality Assurance Agency for Higher Education \(QAA\)](#) sets out a national framework of qualification levels, and the associated standards of achievement are found in their [Framework for Higher Education Qualifications](#) document.

The Course Learning Outcomes for this course are outlined in the tables below.

A. Knowledge and understanding of:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
A1	Forms of communication, media, film and culture and appreciate the processes and historical context through which they have come into being.	Lectures, seminars, group work, workshops	Essays, portfolios, presentations, reports [formative assessment includes early submission of draft work]
A2	Computer graphics, authoring software packages and basic scripting/programming, informed by good project management practices.	Lectures & tutorials	Creating artefacts & examination
A3	Visual Design and composition	Lectures & tutorials	Creating artefacts & examination [formative assessment includes peer

			review and critique]
A4	Music creation/manipulation software, equipment and musical styles	Lectures & tutorials	Creating artefacts & examination
A5	Professional issues in creative media production and management.	Lectures & tutorials [understanding these issues a key employability skill]	Creating artefacts & examination [formative assessment includes self-test online quizzes]

B. Cognitive (Intellectual or Thinking) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Engage critically with major thinkers and debates within the field, putting them to productive use	Lectures & tutorials [ability to engage with high-level concepts a key employability skill]	Creating artefacts, reports & portfolios
B2	Write essays/reports according to academic conventions	Lectures & tutorials	Essays [formative assessment includes early submission of draft work]
B3	Carry out various forms of research for essays, projects, creative productions or dissertations involving sustained independent and critical enquiry	Lectures & tutorials	Essays, independent study project [formative assessment includes early submission of draft work]
B4	Draw on and evaluate and apply research enabled by established and emergent technologies	Lectures & tutorials	Independent study project, reports [formative assessment includes peer review and critique]
B5	Consider and evaluate their own work in a reflexive manner, with reference to academic codes of practice and/or professional conventions, issues and debates	Lectures & tutorials [ability to evaluate own practice a key	Independent study project, reports

		employability skill]	
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C. Practical (Professional or Subject) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
C1	Develop and produce multimedia artefacts using a range of hardware and software	Lectures, seminars, group work, workshops	Creating artefacts [formative assessment includes peer review and critique]
C2	Produce work that uses the effective manipulation of one or more of sound, images, and the written word, including understanding relevant industry standards and how they are defined and achieved	Lectures, seminars, group work, workshops	Creating artefacts & reports
C3	Appraise and agree project targets with others, plan how these will be met and evaluate progress towards them	Lectures, seminars, group work, workshops	Reports and presentations [formative assessment includes early submission of draft work]
C4	Contribute to the management of creative media-related projects	Lectures, seminars, group work, workshops	Group project work
C5	Prepare a CV, a personal portfolio and pursue appropriate career paths based on an understanding of current industry requirements.	Lectures, seminars, group work, workshops [a professional CV / show reel is critical for employability in the creative sector]	Reflective reports, creating online presence

D. Transferrable (Graduate and Employability) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	Communicate effectively using graphical, written, and other viable means	Lectures, seminars, workshops [ability to communicate effectively a key employability skill]	Creating artefacts & reports [formative assessment includes early submission of draft work]
D2	Read and synthesis complex documents from different sources such as research papers and journal articles	Independent study project [ability to work	Report

		independently a key employability skill]	
D3	Assess problem domains and formulate appropriate problem-solving strategies and build on previous experience.	Lectures, seminars, workshops	Reports and presentations
D4	Work productively in a group or team, showing abilities at different times to listen, contribute and also to lead effectively	Lectures, seminars, group work, workshops [ability to work in teams a key employability skill]	Reports, presentations [formative assessment includes peer and self-review]
D5	Be reflective and self-critical about own progress and learning and agree actions for improvement	Lectures, seminars, workshops	Reports and portfolios

Academic Regulations

The current University of Portsmouth [Academic Regulations](#) will apply to this course.

Support for Student Learning

The University of Portsmouth provides a comprehensive range of support services for students throughout their course, details of which are available at the [MyPort](#) student portal.

In addition to these University support services this course also provides access to:

CCI Creative Careers: Support to add degree-related and relevant work experience for CV building including a work placement year, summer or short internships and part-time work.

CCI Creative Skills: One to one support sessions and group tutorials in creative software and skills relevant to CCI courses and future careers.

CCI Academic Skills: Access to resources to support learning strategies and techniques through one to one tutorials or group workshops.

CCI Student Support Advisor: Help to find appropriate academic, pastoral or practical support. Specialist equipment and facilities relevant to the course.

Evaluation and Enhancement of Standards and Quality in Learning and Teaching

The University of Portsmouth undertakes comprehensive monitoring, review and evaluation of courses within clearly assigned staff responsibilities. Student feedback is a key feature in these evaluations, as represented in our [Policy for Listening to and Responding to the Student Voice](#) where you can also find further information.

Reference Points

The course and outcomes have been developed taking account of:

- [University of Portsmouth Curriculum Framework Specification](#)
- [University of Portsmouth Education Strategy 2016 - 2020](#)
- [University of Portsmouth Code of Practice for Work-based and Placement Learning](#)
- [Quality Assurance Agency UK Quality Code for Higher Education](#)

Course specification for *BSc (Hons) Creative Media Technologies*

- [Quality Assurance Agency Qualification Characteristic Statements](#)
- [Quality Assurance Agency Subject Benchmark Statement](#) for **Communication, Media, Film and Cultural Studies**.
- [Quality Assurance Agency Framework for Higher Education Qualifications](#)
- Requirements of Professional and/or Statutory Regulatory Bodies: **None**
- Vocational and professional experience, scholarship and research expertise of the University of Portsmouth's academic members of staff
- National Occupational Standards

Disclaimer

The University of Portsmouth has checked the information provided in this Course Specification and will endeavour to deliver this course in keeping with this Course Specification. However, changes to the course may sometimes be required arising from annual monitoring, student feedback, and the review and update of modules and courses.

Where this activity leads to significant changes to modules and courses there will be prior consultation with students and others, wherever possible, and the University of Portsmouth will take all reasonable steps to minimise disruption to students.

It is also possible that the University of Portsmouth may not be able to offer a module or course for reasons outside of its control, for example, due to the absence of a member of staff or low student registration numbers. Where this is the case, the University of Portsmouth will endeavour to inform applicants and students as soon as possible, and where appropriate, will facilitate the transfer of affected students to another suitable course.

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