



UNIVERSITY OF
PORTSMOUTH

COURSE SPECIFICATION

MSc Creative Technologies

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

July 2021

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COURSE SPECIFICATION

Course Title	<i>MSc Creative Technologies</i>
Final Award	<i>MSc Computer Animation MSc Computer Games Technology MSc Music Technology</i>
Exit Awards	<i>PGCert, PGDip</i>
Course Code / UCAS code (if applicable)	<i>P2741FTC, P2741PTC C2741F, C2741P</i>
Mode of study	<i>Full time, Part time</i>
Mode of delivery	<i>Campus</i>
Normal length of course	<i>1 year full time, 2 years part time</i>
Cohort(s) to which this course specification applies	<i>September 2020 intake onwards</i>
Awarding Body	<i>University of Portsmouth</i>
Teaching Institution	<i>University of Portsmouth</i>
Faculty	<i>Faculty of Creative and Cultural Industries</i>
School/Department/Subject Group	<i>School of Creative Technologies</i>
School/Department/Subject Group webpage	<i>School of Creative Technologies</i>
Course webpage including entry criteria	<i>MSc Creative Technologies</i>
Professional and/or Statutory Regulatory Body accreditations	<i>None</i>
<u>Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level</u>	<i>Level 7</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 [Course and Module Catalogue](#) for further information on the course structure and modules.

Educational aims of the course

The course aims to equip students with the technical, academic and professional skills required to pursue a career in the creative industries, focussing on Computer Animation, Computer Games Technology or Music Technology. Within the academic environment students develop a wide range of intellectual, analytical and problem-solving skills, which are then appropriately applied. This course aims to provide a framework that facilitates individual exploration and research, providing opportunities to demonstrate this advanced knowledge within specialist areas of enquiry. Particular emphasis is placed on the individual's ability to define, implement, evaluate and reflect on subject related issues. Technological expertise and critical interrogation within their subject and across disciplines combine to locate the successful graduates at the forefront of contemporary practice.

In addition, and more generally, the course aims to:

- Provide a challenging, stimulating and self-rewarding study environment and hence provide an advanced educational experience, which develops the intellectual and practical skills of the student.
- Enable students to develop specialist interests and knowledge by way of negotiated learning.
- Provide an opportunity for students to develop as critically reflective practitioners in their chosen specialism.
- Provide students with the opportunity to develop research in a critical framework of enquiry.
- Accommodate student needs in relation to maximising their career potential, or progress to higher postgraduate study, by enabling them to develop knowledge, critical understanding and advanced skills in their chosen subject area, as well as related professional and career management skills.

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:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
A1	Gather, critically evaluate and synthesise new and existing knowledge, for application in self-directed and original ways for the effective solution of a problem, which may benefit the economy or society.	Lectures, seminars and independent laboratory work support a framework for pursuing an individual research and development project. This is supported by two supervisors.	Formative peer review and supervisor feedback inform summative portfolios of design and development documentation, along with personal reflective reviews.
A2	Critically appraise the methods of research related to the field of study and apply appropriate techniques of analysis to their own research.		
A3	Develop advanced, critical and reflective knowledge in the field of study, including production processes or specialist hardware technologies, software techniques and programming requirements, focussing on the ability and readiness to question its principles, practices and boundaries.		

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

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Think independently, analytically and creatively, and engage imaginatively with ideas, concepts and arguments developed at an advanced level in the field of study and across discipline boundaries.	Lectures, seminars and independent laboratory work support a framework for pursuing an individual research and development project. This is supported by two supervisors.	Formative peer review and supervisor feedback inform summative portfolios of design and development documentation, along with personal reflective reviews.
B2	Actively seek out challenges and seize opportunities for the development of new understanding and knowledge by monitoring the progression through different cognitive and technical tasks.		
B3	Manage the research and development process and its workflow, in terms of concept development, planning, implementation, testing, and troubleshooting, to develop innovative approaches.		

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

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
C1	Engage with an extended piece of independent, analytic and creative research by acting autonomously in planning and implementing tasks, within and across subject boundaries.	Lectures, seminars and independent laboratory work support a framework for pursuing an individual research and development project. This is supported by two supervisors.	Formative peer review and supervisor feedback inform summative portfolios of design and development documentation, along with personal reflective reviews.
C2	Initiate, develop and realise distinctive work in complex, unpredictable and specialised contexts across a range of environments and hence demonstrate adaptability, flexibility and development of new skills for new situations.		
C3	Professionally communicate a reasoned perspective on a complex aesthetic and/or technological problem clearly and effectively to a range of different audiences, including face to face presentations, demonstrations and written communication.		

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

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	Use current and emerging digital technologies to assist in locating, accessing and critically engaging with information.	Lectures, seminars and independent laboratory work support a framework for pursuing an individual research and development project. This is augmented by an explicit programme of professional development activities.	Formative peer review and supervisor feedback inform summative portfolios personal reflective reviews. Presentations and Written assessments reflect direct on graduate skills.
D2	Strategically plan, successfully manage and resolve dynamically complex work whilst supporting others to achieve success.		
D3	Proactively pursue academic, professional and career aspirations by addressing personal development needs.		
D4	Develop a reflexive approach to work that is defined by equality, respect and ethical practice, whilst identifying enterprise and innovation opportunities.		

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 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.

In addition to these University support services this course also provides a framework for students to access other lectures or modules provided within the University. This source of information is then evaluated, synthesised and developed into the final assessments for this Course's modules.

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 Strategy](#)
- [University of Portsmouth Code of Practice for Work-based and Placement Learning](#)
- [Quality Assurance Agency UK Quality Code for Higher Education](#)
- [Quality Assurance Agency Subject Benchmark Statement: Computing \(2011\)](#)
- [Quality Assurance Agency Framework for Higher Education Qualifications](#)
- Requirements of Professional and/or Statutory Regulatory Bodies: **N/A**
- 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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Document details

Author	<i>Brett Stevens</i>
Date of production and version number	<i>16/10/2018 v1.0</i>
Date of update and version number	<i>17/08/2021 v1.2</i>
Minimum student registration numbers	<i>12</i>