UNIVERSITY of BRADFORD

Module Descriptor

Module Details	
Module Title	Introduction to Computing and Creative Industries
Module Code	BIC3018-A
Academic Year	2022/3
Credits	10
School	UoB International College
FHEQ Level	RQF Level 3

Contact Hours	
Type	Hours
Directed Study	50
Lectures	40
Laboratories	10

Availability	
Occurrence	Location / Period
BDA	University of Bradford / Semester 1
BDA	University of Bradford / Semester 2
BDA	University of Bradford / Semester 3

Module Aims

This module introduces the foundational concepts relevant to the field of Computer Science and develops practical computing skills through laboratory exercises and/or case studies. The module also equips students with a range of foundational skills required for successful advancement in the creative industries. The subject will enable students to explore the fundamental practical, theoretical, personal and professional skills & concepts relevant to creative industries, such as animation and games, and aims to raise both awareness and interest in best practice and ethical issues.

Outline Syllabus
Transferable and technical skills/competencies expected from a computing professional Foundational mathematical concepts underpinning computer science Introductory programming and algorithmic thinking. Hardware and software of modern computer systems. Technologies and languages underpinning the Internet. Core academic skills and the professional practice required for Creative Industries. Library and information skills using suitable tools. Presentations and report writing. Problem-solving through group work. Aspects of professional development. Sharing information with others. A broad introduction to, and overview of, the discipline of computer animation and games. Portfolios and showreels. Sustainability and Informatics. Key personal and professional skills, for example, the importance of strong communication skills both verbal and written; the ability to work both co-operatively and independently; to plan and manage time effectively.

Learning Outcomes	
Outcome Number	Description
1	Describe terminology and theoretical concepts that underpin the discipline of computing.
2	Apply practical computing skills to a variety of real-world applications.
3	Describe the importance of best practice & key skills for creative industries professionals.
4	Apply a working knowledge of the key personal and professional skills and best practice in creative industries.

Learning, Teaching and Assessment Strategy

Students will learn in small interactive groups (max 18 students) on learner-centred tasks and with a highly interactive approach to learning and teaching. There will be both classroom-based lessons and sessions in a computer laboratory and workshop to focus on the practical aspect of the module. During the module, formative assignments will be set to provide students with detailed and helpful feedback. The students will be encouraged throughout to reflect on their own performance and the feedback they receive informs sessions with their personal tutor. The personal tutor monitors student performance and supports suggestions for improvement. The personal tutor can draw the senior team's attention to a struggling student through the 'at risk' process.

The summative assessment consists of an unseen examination covering the theoretical bases of Computing and its practical applications, and a group task, involving an investigation into an aspect of the creative industries culminating in both a written report and group presentation.

Mode of Assessment

Type	Method	Description	Weighting
Summative	Examination - Closed Book	Unseen examination covering theoretical concepts of Computing (1.5 Hrs)	40%
Summative	Coursework - Written	Report on a set aspect of the creative industries (1000 words)	30%
Summative	Presentation	Group presentation on a set aspect of the creative industries (15 Mins)	30%

Reading List

To access the reading list for this module, please visit https://bradford.rl.talis.com/index.html

Please note:
This module descriptor has been published in advance of the academic year to which it applies. Every effort has been made to ensure that the information is accurate at the time of publication, but minor changes may occur given the interval between publishing and commencement of teaching. Upon commencement of the module, students will receive a handbook with further detail about the module and any changes will be discussed and/or communicated at this point.
