

MODULE SPECIFICATION

1. **KentVision Code and title of the module**
PRSN7051 Creative Technology Research & Development
2. **Division and School/Department or partner institution which will be responsible for management of the module**
Escape Studios
3. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**
Level 7
4. **The number of credits and the ECTS value which the module represents**
30 (15 ECTS)
5. **Which term(s) the module is to be taught in (or other teaching pattern)**
Autumn /Spring Term (Term 1-2)
6. **Prerequisite and co-requisite modules and/or any module restrictions**
None
7. **The course(s) of study to which the module contributes**
Compulsory to the following courses:
Technical Art for Games & VFX (Integrated Masters) MSci (Hon)
Video Games Design (Integrated Masters) MSci (Hon)
Character Creation for Animation, Games & VFX (Integrated Masters) MSci (Hon)
8. **The intended subject specific learning outcomes. On successfully completing the module students will be able to:**
 - 8.1. test and apply emerging theories of production and development in the creative industries
 - 8.2. research and evaluate the theories and practices applicable to complex innovative projects
 - 8.3. critically evaluate and select tools and techniques for multifaceted collaborative projects

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8.4. defend a proposition for a future project with applied research and development

8.5. adapt and create new processes to suit shifting project needs

9. The intended generic learning outcomes. On successfully completing the module students will be able to:

9.1. research and explore at the limits of their knowledge by drawing on their community and external resources

9.2. collaborating with peers, reflecting and giving feedback on a work and interpersonal level, to improve practice

10. A synopsis of the curriculum

- Research approaches and methodologies
- Creative thinking and innovation
- Reflective practice and self-awareness
- Applying technical skills to a creative challenge
- Reflecting to improve practice

11. Reading list

We are committed to ensuring that core reading materials are in accessible electronic format in line with the Kent Inclusive Practices. The most up to date reading list for each module can be found on our reading list pages.

12. Contact Hours

Private Study: 250

Contact Hours: 50

Total: 300

13. Assessment methods

Project, assessed via several deliverables including a project pitch, research, development and supporting artifacts (120 hours) (100%)

14. Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section 12) and methods of assessment (section 13)

Module learning outcomes against learning and teaching methods:

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Module learning outcome	8.1	8.2	8.3	8.4	8.5	9.1	9.2
Private Study	x	x	x	x	x	x	x
<i>Studio Skill Sessions</i>	x	x	x	x	x	x	x

Module learning outcomes against assessment methods:

Module learning outcome	8.1	8.2	8.3	8.4	8.5	9.1	9.2
<i>Research Project</i>	x	x	x	x	x	x	x

15. Inclusive module design

Escape Studios recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

- a) Accessible resources and curriculum
- b) Learning, teaching and assessment methods

16. Campus(es) or centre(s) where module will be delivered

Escape Studios London Campus

17. Internationalisation

The Creative Industries are by their nature international disciplines, and learning resources, materials and directed learning will include resources, examples and case studies from across the world.

18. Partner College/Validated Institution

Escape Studios

19. University Division responsible for the course

Computing, Engineering and Mathematical Sciences

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DIVISIONAL USE ONLY

Module record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.

Date approved	New/Major/minor revision	Start date of delivery of (revised) version	Section revised (if applicable)	Impacts PLOs (Q6&7 cover sheet)