Definitive Programme Document: MSc Creative Computing

(Master's Degree)

Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	College of Liberal Arts
Department	Creative Computing, School of Creative Industries
Main campus	Newton Park
Other sites of delivery	Artswork Media
Other Schools involved in delivery	N/A
Name of award(s)	MSc Creative Computing
Qualification (final award)	MSc
Intermediate awards available	PgCert, PgDip
Routes available	Single
Duration of award	1 year full-time, 2 years part-time
Sandwich period	No
Modes of delivery offered	Campus based
Regulatory Scheme[1]	Taught Postgraduate Framework
Professional, Statutory and Regulatory Body accreditation	N/A
Date of most recent PSRB approval (month and year)	N/A
Renewal of PSRB approval due (month and year)	N/A
UCAS code	
Route code (SITS)	CCMS
Relevant QAA Subject Benchmark Statements (including date of publication)	Computing (Masters), 2011
Date of most recent approval	April 2019
Date specification last updated	November 2020

[1] This should also be read in conjunction with the University's Qualifications Framework

Programme Overview

Creative Computing as a field of study celebrates and interrogates the collision of creativity and technology. The results are novel and surprising, yet useful, and feature computing as a tool to enhance human creativity or address global problems.

MSc Creative Computing aims to develop postgraduates that can enhance the output and trajectory of enterprises within the creative industries. You work to develop an individual approach to digital creativity, while learning how to conduct research, refine leadership and project management skills, and co-create confidently and productively with practitioners within unfamiliar disciplines.

This is a flexible course that responds to your practice, whether you are a games designer, software developer, animator, web technologist or more besides. You undertake modules designed to enhance your understanding of creative technology in both artistic and commercial settings, with an emphasis on delivering computing artefacts that inform, persuade and entertain.

Module content within MSc Creative Computing targets the following themes:

- Digital creativity
- Interdisciplinary co-creation
- Emerging technologies
- Research
- Industry insight
- Commercial thinking

Themes are engaged through a range of teaching and learning methods that include creative briefs, hackathons, workshops, mentorship sessions, industry-insight talks and peer-review activities. Moreover, MSc Creative Computing is almost entirely coursework assessed. You deliver a varied and balanced collection of computing artefacts, while contextual essays, research reports, reflective commentaries, pitches and presentations support project work.

Programme Aims

1. Knowledge – to support a systematic understanding of creative computing as a field of study, and how it interacts with other disciplines.

2. Critical Thinking – to cultivate eloquent, reflective practitioners that can contextualise ideas clearly, evaluate artefacts critically, and position knowledge within wider commercial and sociocultural contexts.

3. Research – to support rigorous research that draws on interdisciplinary models of enquiry, data collection and analysis.

4. Practice – to assist students in developing individual and collaborative approaches to the creative use of computing in terms of both process and outcome.

5. Employability – to inspire life-long learners that hold the ideation, technical and leadership skills to add value to the creative industries.

Programme Intended Learning Outcomes (ILOs)
(NB These ILOs are at level 7 of the FHEQ)

A Subject-specific Skills and Knowledge

A1 Knowledge – evidence a systematic understanding of the concepts, principles and practices at the forefront of creative computing as an academic discipline.
A2 Tools – demonstrate self-direction and initiative in identifying, appraising and deploying computing tools as required to generate creative solutions or responses to complex regional or global problems.
A3 Practice – consolidate and evaluate critically established modes of ideation, design and production within the field of creative computing to form an individual conceptual, artistic and technical approach to digital creativity.
A4 Collaboration – critique, adapt, and apply existing models of co-creation or leadership within the creative industries to develop strategies of undertaking and supporting interdisciplinary work.

B Cognitive and Intellectual Skills

B1 Critical Thinking – evaluate and synthesise complete and incomplete information from a range of sources in order to identify and analyse abstract problems or scenarios at the leading edge of creative computing.
B2 Research – utilise established methods of research and enquiry to interpret and generate knowledge in the field of creative computing.
B3 Environment – demonstrate contextual awareness of current trends, objectives, and challenges within the creative industries.

C Skills for Life and Work

C1 Autonomous learning (including time management) that demonstrates the exercise of initiative, personal responsibility and decision-making in complex and unpredictable situations and the independent learning ability required for continuing professional development.
C2 Team working skills necessary to succeed in the global workplace, with an ability both to work in and lead teams effectively, as well as the ability to act autonomously in planning and implementing tasks at a professional or equivalent level.

C3 Communication skills that show the ability to communicate clearly to specialist and non-specialist audiences knowledge at, or informed by, the forefront of the academic discipline, field of study or area of professional practice, and the conclusions drawn from dealing with complex issues systematically.

C4 IT skills and digital literacy that demonstrate the ability to develop new skills to a high level and to approach complex issues systematically and creatively.

Intermediate awards

PgCert Intended Learning Outcomes
A2, B1, C3, C4

PgDip Intended Learning Outcomes
A1, A2, A4, B1, B2, B3, C1, C2, C3, C4

Programme content
This programme comprises the following modules:

Key:
Core = C
Required = R
Required* = R*
Optional = O
Not available for this status = N/A
If a particular status is greyed out, it is not offered for this programme.

Subject offered as single and/or joint programme

MSc Creative Computing				Status	
Level	Code	Title	Credits	Single	Joint
7	CCO7000-30	Hackspace	30	C	
7	CCO7001-30	Research Methods	30	C	
7	CCO7002-30	Creative Leadership	30	C	
7	CCO7003-30	Digital Storytelling	30	C	
7	CCO7004-30	Devised Project I	30	C	
7	CCO7005-30	Devised Project II	30	C	

Assessment methods

A range of summative assessment tasks will be used to test the Intended Learning Outcomes in each module. These are indicated in the attached assessment map, which shows which tasks are used in which modules.

Students will be supported in their development towards summative assessment by appropriate formative exercises.

Work experience and placement opportunities

There are several opportunities to engage with industry across the programme. We encourage you to take advantage of:

- Creative and technical work as part of Creative Computing commissioned projects.
- Personal commissioned work with support from the Creative Computing team.
- Graduate employment opportunities offered by SMEs.
- Invites to attend or participate in regional meetups and networking events.
- Visits to partner companies and other creative tech providers.

Graduate Attributes

	Bath Spa Graduates…	In MSc Creative Computing, we enable this by…
1	Will be employable: equipped with the skills necessary to flourish in the global workplace, able to work in and lead teams	Offering opportunities to interact with the creative industries in order to gain insights into commercial approaches to problem solving.
2	Will be able to understand and manage complexity, diversity and change	Enhancing skills in critical thinking, problem scoping and project leadership to stimulate considered responses to complex and unpredictable situations.
3	Will be creative: able to innovate and to solve problems by working across disciplines as professional or artistic practitioners	Enabling collaborative working across disciplines and levels of study in pursuit of solutions that exploit computing in the context of creativity.
4	Will be digitally literate: able to work at the interface of creativity and technology	Providing significant and varied production-led exposure to a range of industry standard (and emerging) tools and technologies.
5	Will be internationally networked: either by studying abroad for part of the their programme, or studying alongside students from overseas	Encouraging the sharing of best practice and instigation of collaborative projects with Creative Computing's transnational education partner(s).
6	Will be creative thinkers, doers and makers	Allowing significant opportunity to conduct self-devised creative computing project work, and assessing that work on its creative merits.
7	Will be critical thinkers: able to express their ideas in written and oral form, and possessing information literacy	Sharing techniques and best practices that help lead to accurate and probing reflective essays, creative portfolios, pitches and research papers.
8	Will be ethically aware: prepared for citizenship in a local, national and global context	Adopting practices of digital citizenship that champion the safe, fair and ethical use of technology in both work and daily life.