

## BA with Honours in Computer Arts – 2018 entry

**Duration of programme:** Standard 4 years, Accelerated 3 years (where students join the programme in year 1)

**Award on successful completion:** Bachelor of Arts with Honours

**Location of delivery:** Abertay University, Bell Street, Dundee

**Accreditation:** Creative SkillSet

**Composition of the programme:** 120 SCQF (Scottish Credit and Qualifications Framework) credits (60 ECTS) in each academic year, delivered in modules of 20 credits each, with 3 modules taken in term 1, and 3 in term 2 each year. In years 1 and 2, students have the opportunity to take modules outside their main subject. A 40 credit independent project is included in the final year.

**Contact hours and workload:** Each academic year typically requires 1200 hours of student effort; on average across the 4 years of this programme, 26% of that time is in lectures, seminars and similar activities; the remainder is independent study.

**Assessment methods:** Assessment on the programme is in the form of portfolios of creative work, academic writing of critical and reflective form and through verbal presentation of own and others work in critical and/or reflective modes.

**Academic staff:** This programme is delivered by staff in the Division of Games and Arts in the School of Design and Informatics. Staff profiles can be viewed at <http://www.abertay.ac.uk/studentlife/schools/amg/staff/>

<b>Core modules in the programme:</b>
Visual Literacies
Elementary Animation
3D Digital Design
3D Production Methods
Narrative Animation
Interactive Media Production
Professional Project: Planning and Prototyping
Computer Arts Practice
Professional Project: Development and Delivery
Honours Project
<b>Other modules that may be offered, but are subject to change over time:</b>
Digital Media Concepts
Interactive & Augmented Places
Digital Media Contexts
Digital Concept Visualisation
Technical Art Applications
Spatial Constructs
Advanced Animation
Critical and Contextual Studies

Physical Digital Experiences
Professional Context & Entrepreneurship

**Developments in the discipline**

Detailed module content is likely to develop with new and evolving techniques and practice as well as releases of new software packages.