Module Descriptor

Title	Projection Art		
Session	2026/27	**Status**	
Code	GRAM09008	**SCQF Level**	9
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Business and Creative Industries**		
Module Co-ordinator	Dr Trent Kim		

Summary of Module

Projection Art introduces students to the fundamentals of projection art and its contemporary examples. Through a series of practical workshops and group projects, the students will learn about lighting, sound and projection mapping to create an artistic spatial integration of multiple digital content.

- Relationship between Light and Surface
- Interaction between Sound and Image
- Basics of Projection Mapping and Operation

Module Delivery Method	**On-Campus**[1] ☐	**Hybrid**[2] ☒	**Online**[3] ☒	**Work -Based Learning**[4] ☐
Campuses for Module Delivery	☒ Ayr ☒ Dumfries	☐ Lanarkshire ☐ London ☐ Paisley	☐ Online / Distance Learning ☐ Other (specify)	

Terms for Module Delivery	Term 1	☒	Term 2	☐	Term 3	☐

[1] Where contact hours are synchronous/ live and take place fully on campus. Campus-based learning is focused on providing an interactive learning experience supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus contact hours will be clearly articulated to students.

[2] The module includes a combination of synchronous/ live on-campus and online learning events. These will be supported by a range of digitally-enabled asynchronous learning opportunities including learning materials, resources, and opportunities provided via the virtual learning environment. On-campus and online contact hours will be clearly articulated to students.

[3] Where all learning is solely delivered by web-based or internet-based technologies and the participants can engage in all learning activities through these means. All required contact hours will be clearly articulated to students.

[4] Learning activities where the main location for the learning experience is in the workplace. All required contact hours, whether online or on campus, will be clearly articulated to students

Long-thin Delivery over more than one Term	Term 1 – Term 2	☐	Term 2 – Term 3	☐	Term 3 – Term 1	☐

Learning Outcomes	
L1	Demonstrate critical knowledge and understanding of contemporary practices in projection art.
L2	Demonstrate an advanced level of competence in projection art.
L3	Justify creative, technical and/or conceptual choices regarding your projection project.
L4	Take responsibility for interacting professionally with your colleagues and learners.
L5	Take responsibility for own and others' contributions to collaborative learning activities.

Employability Skills and Personal Development Planning (PDP) Skills	
SCQF Headings	**During completion of this module, there will be an opportunity to achieve core skills in:**
Knowledge and Understanding (K and U)	**SCQF 9** Demonstrate critical knowledge and understanding of contemporary issues and debates in the field of projection art.
Practice: Applied Knowledge and Understanding	**SCQF 9** Demonstrate an advanced level of competence in at least one new projection art technique.
Generic Cognitive skills	**Please select SCQF Level**
Communication, ICT and Numeracy Skills	**SCQF 9** Justify creative, technical and/or conceptual choices persuasively to others.
Autonomy, Accountability and Working with Others	**SCQF 9** Take responsibility for interacting professionally with colleagues and learners. Take responsibility for own and others' contributions to collaborative learning.

Prerequisites	**Module Code**	**Module Title**
	Other	
Co-requisites	**Module Code**	**Module Title**

Learning and Teaching
In line with current learning and teaching principles, a 20-credit module includes 200 learning hours, normally including a minimum of 36 contact hours and maximum of 48 contact hours.

Learning Activities During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	**Student Learning Hours** (Note: Learning hours include both contact hours and hours spent on other learning activities)
Lecture / Core Content Delivery	12
Laboratory / Practical Demonstration / Workshop	24
Independent Study	164
Please select	
Please select	
Please select	
TOTAL	200

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Cancellaro, J. (2007) Exploring sound design for interactive media. Clifton Park, NY: Thomson. Fraser, N. (2017) Stage lighting design. 2nd edn. Ramsbury: The Crowood Press. Maniello, D. (2017) Augmented reality in public spaces: basic techniques for video mapping. Brienza: Le Penseur.
(N.B. Although reading lists should include current publications, students are advised (particularly for material marked with an asterisk*) to wait until the start of session for confirmation of the most up-to-date material)

Attendance and Engagement Requirements
In line with the Student Attendance and Engagement Procedure, Students are academically engaged if they are regularly attending and participating in timetabled on-campus and online teaching sessions, asynchronous online learning activities, course-related learning resources, and complete assessments and submit these on time. **For the purposes of this module, academic engagement equates to the following:**

Equality and Diversity
The University's Equality, Diversity and Human Rights Procedure can be accessed at the following link: UWS Equality, Diversity and Human Rights Code.
(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)

Supplemental Information

Divisional Programme Board	**Arts Media**

Overall Assessment Results	☐ **Pass / Fail** ☒ **Graded**
Module Eligible for Compensation	☐ **Yes** ☒ **No** **If this module is eligible for compensation, there may be cases where compensation is not permitted due to programme accreditation requirements. Please check the associated programme specification for details.**
School Assessment Board	Arts and Media
Moderator	TBC
External Examiner	Dr Nikki Kane
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☐ **No**
Changes / Version Number	1.08

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Portfolio (Group) (50%) Each group is required to develop, realise and document their projection art group project.
Assessment 2
Portfolio (Individual) (50%) Each student is required to develop, realise and document their individual projection art project.
Assessment 3
(N.B. (i) Assessment Outcomes Grids for the module (one for each component) can be found below which clearly demonstrate how the learning outcomes of the module will be assessed. (ii) An indicative schedule listing approximate times within the academic calendar when assessment is likely to feature will be provided within the Student Module Handbook.)

Component 1							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Portfolio of Practical Group	☐	☐	☒	☒	☒	50	2

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Portfolio of Practical Individual	☒	☒	☒	☐	☐	50	0.5

Component 3							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
	☐	☐	☐	☐	☐		
Combined total for all components						100%	2.5 hours

Change Control

What	When	Who
additional Trimester delivery as option, PDP and assessment wording updated , assessemnt 2 change to Portfolio (individual) MOderator TBC	06/03/25	Trent Kim