Module Descriptor

Title	The Creative Computing Professional		
Session	2025/26	**Status**	Active
Code	COMP07071	**SCQF Level**	Level 7
Credit Points	10	**ECTS (European Credit Transfer Scheme)**	5
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Peter Satera		

Summary of Module

This is a core first year module for the undergraduate degree programmes in Computer Animation, Computer Games Development and Music Technology.

The module is concerned with students developing knowledge of the creative technology industry sector in general together with more specialised knowledge related to their own degree programme. An important aspect of this is an understanding of roles within the industry and how these relate to each other. Students will become aware of the production process from simple idea generation into conceptualisation.

Students will develop key communication skills and professional skills (such as group working) and understand the relevance of these to the industry.

Students will be expected to work on some tasks with students from other disciplines to broaden their understanding of the creative industries. Personal development planning will be introduced and students will be encouraged to develop a reflective approach to their personal development and see the relevance of this to both their future studies and place in industry. Students will create a series of design ideas and outputs which detail the concept.

This module embeds the key "I am UWS" graduate attributes and in particular: Universal(culturally aware), Work Ready(effective communicator motivated) and Successful (resilient

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

Learning Outcomes	
L1	Define key roles within relevant sectors of the creative industries and how these relate to each other.
L2	Demonstrate a range of communication and professional skills relevant to study and the creative industries.
L3	Produce creative materials synonymous within a team objective and reflect on current skills development.
L4	
L5	

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 7** Of the creative industries and various sectors. Of working practices within relevant sectors of the creative industries. Of relevant communication and professional skills required to work in a sector of the creative industries. Develop an understanding of personal and inter-personal skills development.
Practice: Applied Knowledge and Understanding	**SCQF 7** Practical knowledge of communication and group work skills.

[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

	Apply knowledge, skills and understanding in practical context.
Generic Cognitive skills	**SCQF 7** Developing learning awareness of active deep learning approaches necessary for deep level skill development. Develop inter-personal skills. Present and evaluate arguments, information and ideas that are relevant to their discipline.
Communication, ICT and Numeracy Skills	**SCQF 7** Communicating knowledge and information effectively. Interpreting problems and stating solutions. Select and use standard IT applications to present information.
Autonomy, Accountability and Working with Others	**SCQF 7** Exercise some initiative and independence in carrying out defined activities. Exercise some managerial or supervisory responsibility for the work of others within a defined and supervised structure. Take the lead in implementing agreed plans in defined contexts. Take account of own and others' roles and responsibilities when carrying out and evaluating tasks. Work, under guidance, with others to acquire an understanding of current professional practice.

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. The module will be delivered by a range of approaches including lectures, tutorials and supported lab sessions in which students will be expected to undertake a range of tasks culminating in producing work to satisfy the learning outcomes of the module. Lectures will be used to communicate basic information, which will be supplemented by students' own guided research. Tutorials will be used to develop a range of communication, group working skills and other professional skills. The lab sessions will facilitate student group work, research and development. It is intended that students will work both within their own degree specialisms but also with students from other degree specialisms so as to gain a wider understanding of the creative technologies

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	8
Tutorial / Synchronous Support Activity	6
Laboratory / Practical Demonstration / Workshop	10
Asynchronous Class Activity	16
Independent Study	60
Please select	
TOTAL	100

Indicative Resources
The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Module teaching materials provided on VLE. Teaching resources used in class sessions. Access to web based resources and normal office IT facilities.
(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:** The School of Computing, Engineering and Physical Sciences considers attendance and engagement to mean a commitment to attending, and engaging in, timetabled sessions. You will scan your attendance via the scanners each time you are on-campus and you will login to the VLE several times per week. Where you are unable to attend a timetabled learning session due to illness or other circumstance, you should notify the Programme Leader that you cannot attend. Across the School an 80% attendance threshold is set. If you fall below this, you will be referred to the Student Success Team to see how we can best support your studies.

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. Aligned with the University's commitment to equality and diversity, this module supports equality of opportunity for students from all backgrounds and learning needs. Using the VLE,

material will be presented electronically in formats that allow flexible access and manipulation of content. This module complies with University regulations and guidance on inclusive learning and teaching practice. This module has lab-based teaching and as such you are advised to speak to the Module Co-ordinator to ensure that specialist assistive equipment, support provision and adjustment to assessment practice can be put in place, in accordance with the University's policies and regulations.
(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	**Computing**
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	Creative Computing
Moderator	Gavin Baxter
External Examiner	TBC
Accreditation Details	ScreenSkills - BSc (Hons) Computer Animation Arts Skillset - BSc (Hons) Computer Games Technology JAMES - BSc (Hons) Music Technology.
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
40% Group Presentation
Assessment 2
60% An individual submission which collates the general content, such as Game Design / Game Audio / Game Art. Accompanied by a reflective and review documentation.
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 Work	☐	☒	☒	☐	☐	60	0

Component 2							
Assessment Type	**LO1**	**LO2**	**LO3**	**LO4**	**LO5**	**Weighting of Assessment Element (%)**	**Timetabled Contact Hours**
Presentation	☒	☒	☐	☐	☐	40	0

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

Change Control

What	**When**	**Who**
New Descriptor Format	20.03.25	Peter Satera