

Session: 2022/23

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Title of Module: Digital Asset Development			
Code: COMP08077	SCQF Level: 8 (Scottish Credit and Qualifications Framework)	Credit Points: 20	ECTS: 10 (European Credit Transfer Scheme)
School:	School of Computing, Engineering and Physical Sciences		
Module Co-ordinator:	Patrick Walder		
Summary of Module			
<p>The module deals with the creation and manipulation of digital assets with a focus on output for computer games and animation. Key characteristics of digital media asset data - digital images, audio and video, as well as 3D assets - are covered in detail, including description of common file formats. In addition, the processes and workflows for manipulating and editing 3D assets are explored from both the technical and creative standpoint, emphasising that preparation of assets must be targeted at a specific purpose. By the end of the module, students should be capable of combining and assembling assets for production within the context of an animation or games-oriented development project.</p> <ul style="list-style-type: none"> This module embeds the key "I am UWS" graduate attributes and in particular: Universal(keywords), Work Ready(keywords) and Successful (keywords) Academic Universal Critical Thinker Inquiring Work Ready Knowledgeable Digitally Literate Problem-solver Successful Innovative Personal Universal Ethically-minded Culturally aware Work Ready Effective communicator Motivated Successful Creative Professional Universal Collaborative Work Ready Enterprising Successful Driven 			

Module Delivery Method					
Face-To-Face	Blended	Fully Online	HybridC	HybridO	Work-based Learning
✓	✓				
<p>Face-To-Face Term used to describe the traditional classroom environment where the students and the lecturer meet synchronously in the same room for the whole provision.</p> <p>Blended A mode of delivery of a module or a programme that involves online and face-to-face delivery of learning, teaching and assessment activities, student support and feedback. A programme may be considered "blended" if it includes a combination of face-to-face, online and blended modules. If an online programme has any compulsory face-to-face and campus elements it must be described as blended with clearly articulated delivery information to manage student expectations</p> <p>Fully Online Instruction that is solely delivered by web-based or internet-based technologies. This term is used to describe the previously used terms distance learning and e learning.</p> <p>HybridC Online with mandatory face-to-face learning on Campus</p> <p>HybridO Online with optional face-to-face learning on Campus</p> <p>Work-based Learning Learning activities where the main location for the learning experience is in the workplace.</p>					

Campus(es) for Module Delivery
The module will normally be offered on the following campuses / or by Distance/Online Learning: (Provided viable student numbers permit)

Paisley:	Ayr:	Dumfries:	Lanarkshire:	London:	Distance/Online Learning:	Other:
✓						
Term(s) for Module Delivery						
(Provided viable student numbers permit).						
Term 1		Term 2	✓	Term 3		

Learning Outcomes: (maximum of 5 statements)	
On successful completion of this module the student will be able to: L1. Demonstrate knowledge of core concepts relating to the creation, processing and storage of digital media assets. L2. Use relevant software tools and techniques to create, manipulate and integrate a range of digital media assets. L3. Demonstrate awareness of how digital media assets are used in specific industry sectors, and prepare assets in a manner suitable for use in relevant projects. L4. Demonstrate a systematic approach to the naming and organisation of digital media assets.	
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 Level 8. Knowledge and understanding of the nature of digital image, audio, video and 3D data and methods for their storage, manipulation and representation. Understanding of techniques and workflows necessary to achieving specified tasks in digital asset development.
Practice: Applied Knowledge and Understanding	SCQF Level 8. Application of suitable techniques and workflows in the creation and manipulation of digital media assets. Implementation of development tasks involving the production and integration of digital assets within a larger project.
Generic Cognitive skills	SCQF Level 8. Planning and problem solving associated with the production and integration of digital media assets.
Communication, ICT and Numeracy Skills	SCQF Level 8. Production of clearly written and structured documentation for work carried out. Appropriate use of a range of software tools for manipulating and integrating digital media assets. Processing digital media data.
Autonomy, Accountability and Working with others	SCQF Level 8. Planning and execution of a significant practical assignment.

Pre-requisites:	Before undertaking this module the student should have undertaken the following:	
	Module Code:	Module Title:
	Other:	
Co-requisites	Module Code: COMP08013	Module Title: <u>3D Asset Production 1</u>

* Indicates that module descriptor is not published.

Learning and Teaching	
<p>The module is delivered through a combination of taught material which develops the theoretical underpinning for the module content, and lab exercises which enable students to develop the appropriate practical skills.</p> <p>Taught material deals with the theory of digital data representation and manipulation in a range of contexts, as well as core methodologies used in the processing of different types of 2D and 3D digital assets. In the labs, students experiment with these techniques through practical exercises and associated tasks. These equip them with the key skills and background understanding required to complete the module coursework.</p>	
Learning Activities	Student Learning Hours
During completion of this module, the learning activities undertaken to achieve the module learning outcomes are stated below:	(Normally totalling 200 hours): (Note: Learning hours include both contact hours and hours spent on other learning activities)
Laboratory/Practical Demonstration/Workshop	36
Lecture/Core Content Delivery	12
Independent Study	152
	200 Hours Total
**Indicative Resources: (eg. Core text, journals, internet access)	
<p>The following materials form essential underpinning for the module content and ultimately for the learning outcomes: Students will require access to computing facilities and software suitable for the practical tasks.</p>	
(**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)	
Engagement Requirements	
<p>In line with the Academic Engagement Procedure, Students are defined as academically engaged if they are regularly engaged with timetabled teaching sessions, course-related learning resources including those in the Library and on the relevant learning platform, and complete assessments and submit these on time. Please refer to the Academic Engagement Procedure at the following link: Academic engagement procedure</p> <p>Where a module has Professional, Statutory or Regulatory Body requirements these will be listed here:</p> <p>Students are expected to demonstrate engagement through submission of all coursework and attendance at scheduled lab and lecture sessions. Students should inform the lecturer of any</p>	

external circumstance requiring non-attendance. Missing any session without good reason and communication may result in removal from the module. Failure to submit coursework may also result in the removal from the module.

Supplemental Information

Programme Board	Computing
Assessment Results (Pass/Fail)	No
Subject Panel	Creative Computing
Moderator	Mark Carey
External Examiner	S Kennedy-Parr
Accreditation Details	
Version Number	1.10

Assessment: (also refer to Assessment Outcomes Grids below)

Practical (100%)

Formative exercises will be incorporated into the lab tasks to enable students to gain feedback on their understanding of the module contents.

(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 Handbook.)

Assessment Outcome Grids (Footnote A.)

Component 1							
Assessment Type (Footnote B.)	Learning Outcome (1)	Learning Outcome (2)	Learning Outcome (3)	Learning Outcome (4)	Weighting (%) of Assessment Element	Timetabled Contact Hours	
Portfolio of practical work	✓	✓	✓	✓	100	0	
Combined Total For All Components					100%	0 hours	

Footnotes

A. Referred to within Assessment Section above

B. Identified in the Learning Outcome Section above

Note(s):

1. More than one assessment method can be used to assess individual learning outcomes.
2. Schools are responsible for determining student contact hours. Please refer to University Policy on contact hours (extract contained within section 10 of the Module

Descriptor guidance note).
This will normally be variable across Schools, dependent on Programmes &/or Professional requirements.

Equality and Diversity

The University policies on equality and diversity will apply to this module: the content and assessment are based on the ability to communicate in English but are otherwise culture-neutral. This module is almost entirely computer based and students must be proficient computer users within a windows, icons and mouse pointer environment with the use of suitable aids where required. When a student discloses a disability an enabling support advisor will agree the appropriate adjustments to be made, consulting with the module coordinator if necessary. Further guidance available from Student Services, Enabling Support Co-ordinators or the University's Equality and Diversity Co-ordinator.

[UWS Equality and Diversity Policy](#)

(N.B. Every effort will be made by the University to accommodate any equality and diversity issues brought to the attention of the School)