Module Descriptor

Title	Digital Asset Development		
Session	2026/27	**Status**	
Code	COMP08077	**SCQF Level**	8
Credit Points	20	**ECTS (European Credit Transfer Scheme)**	10
School	**Computing, Engineering and Physical Sciences**		
Module Co-ordinator	Patrick Walder		

Summary of Module

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 - including digital images, audio and video, as well as 3D assets are covered in detail. Topics covered include descriptions of common file formats, technical processes, and workflow tips for manipulating and editing content.

Development of 3D assets is explored from both the technical and creative standpoint, emphasising that preparation of assets must be targetted at a specific purpose. By the end of the module, students should be capable of combining and assembling assets for appropriate production platforms within the context of an animation or games-oriented development project.

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 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.
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 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 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 8** Planning and problem solving associated with the production and integration of digital media assets.
Communication, ICT and Numeracy Skills	**SCQF 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 8** Planning and execution of a significant practical assignment.

Prerequisites	**Module Code**	**Module Title**
	Other	

Co-requisites	Module Code COMP08013	Module Title 3D Asset Production 1

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 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.

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 digital assets. In the labs, students explore these techniques through practical exercises and associated tasks. These equip them with the key skills and background understanding required to complete the module coursework.

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)
Laboratory / Practical Demonstration / Workshop	36
Lecture / Core Content Delivery	12
Independent Study	152
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:

Notes and online resources

Or Other suitable reference/text book covering asset development

(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:

Attendance at all scheduled classes unless with reason for non-attendance. Submission of

all coursework including non-graded class exercises. Clear and timely communication with reasons for non-attendance or non-submission of/late coursework. Other areas of measure may also be used, including degree of access to University based online teaching resources. Students should note that the University has a minimum 80% attendance requirement in all modules. 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.
(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	Mark Carey
External Examiner	TBC
Accreditation Details	
Module Appears in CPD catalogue	☐ **Yes** ☒ **No**
Changes / Version Number	2.12

Assessment (also refer to Assessment Outcomes Grids below)
Assessment 1
Practical (100%) [Two practical assignments, to be submitted in weeks 8 and 13 of the semester] Formative exercises will be incorporated into the lab tasks to enable students to gain feedback on their understanding of the module contents.
Assessment 2
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	☒	☒	☒	☐	☐	100	0

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

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**
Update to new descriptor format, with minor changes to wording in some sections.	March 2025	Patrick Walder
Updated External Examiner	March 2026	Patrick Walder