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MODULE DESCRIPTOR

Module Title

Dynamic Media Development

Reference	CM4123	Version	2
Created	December 2020	SCQF Level	SCQF 10
Approved	May 2019	SCQF Points	15
Amended	March 2021	ECTS Points	7.5

Aims of Module

To enable the student to apply principles of design to advanced multimedia applications and develop advanced multimedia solutions.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

1	Select appropriate media to meet the requirements of a design brief.
2	Design advanced interactive digital artefacts using appropriate design methods.
3	Develop advanced interactive digital artefacts to the design brief.
4	Critically evaluate the effectiveness of the developed solution.

Indicative Module Content

Multimedia-authoring tools, design methodologies, usability and user satisfaction evaluations, multi-platform interactive digital artefacts; databases; video; sound; image; animation.

Module Delivery

Key concepts are introduced and illustrated through the medium of lectures and demonstrations. Laboratory sessions provide a series of exercises designed to develop proficiency in techniques essential to the development of advanced digital artefacts.

Indicative Student Workload	Full Time	Part Time
Contact Hours	48	N/A
Non-Contact Hours	102	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

Module Ref:	CM4123 v2

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4
Description:	This is a practical coursework which involves designing and developing an original business application prototype.				

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

The calculation of the overall grade for this module is based on 100% weighing of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to achieve an A in C1.
B	The student needs to achieve a B in C1.
C	The student needs to achieve a C in C1.
D	The student needs to achieve a D in C1.
E	The student needs to achieve an E in C1.
F	The student needs to achieve an F in C1.
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

INDICATIVE BIBLIOGRAPHY

1	LIDWELL, HOLDEN, BUTLER, Universal Principles of Design, 2003
2	Ferrone, H., 2020. Learning C# By Developing Games With Unity 2020 - Fifth Edition. Packt Publishing; 5th Revised edition
3	PREECE, J., SHARP, H., and ROGERS, Y. 2015. Interaction Design. John Wiley & Sons