

COURSE SPECIFICATION

Awarding body:	Norwich University of the Arts The University is a recognised body with taught degree awarding powers. The University is subject to regulation by the Office for Students (OfS).
Course title:	L4 Short Course – Basics of Creative Coding
Level of Study:	Level 4 of the Framework for Higher Education Qualifications in England (FHEQ). For further information see: https://www.qaa.ac.uk/docs/qaa/quality-code/qualifications-frameworks.pdf
Award:	Undergraduate Short Course Certificate
Mode of Study:	Part-time
Duration of Course:	Up to 1 year
Language of Study:	English
Course Accreditation:	None
Relevant QAA Subject Benchmarks:	Computing (2022) https://www.qaa.ac.uk/docs/qaa/sbs/sbs-computing-22.pdf?sfvrsn=ebb3dc81_2 Art and Design (2019) For further information see: https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-art-and-design-17.pdf?sfvrsn=71eef781_16 Subject Benchmark Statements set out expectations about standards of degrees in a range of subject areas. They describe what gives a discipline its coherence and identity, and define what can be expected of a graduate in terms of the abilities and skills needed to develop understanding or competence in the subject.
Tuition Fees:	For details of tuition fees see: http://www.norwichuni.ac.uk/study/finance/
Other Course Costs:	It is expected that applicants to the course will have access to their own computer, a secure internet connection and an up-to-date web browser. It is not anticipated that students registered on the online only short courses will have any additional course costs. Access to required software will be provided through the University's virtual desktop.

ADMISSION REQUIREMENTS

Entry Requirements / Interview/ Portfolio:

When you apply to Level 4 Short Course – Basics of Creative Coding at Norwich University of the Arts, we will ask you to provide evidence of completion of a level 3 qualification or show sufficient evidence provided through work experience that you are ready for the course.

AIMS AND OUTCOMES OF UNDERGRADUATE STUDY

The Aims of Undergraduate Study are to:

- Provide students with an inclusive and stimulating curriculum for the specialist study of art, design, architecture and media.
- Maintain and nurture a commitment to intellectual and personal development as a basis for a lifetime of learning and professional practice.
- Provide students with opportunities for innovative, imaginative and intellectually rigorous opportunities for creative practice along with skills appropriate to the named award.
- To enable students to establish and develop key skills in areas of creative practice, research and professional practice as they apply to the subject.
- Provide students with the required practical and project management skills to realise ideas.
- Provide courses that prepare students for employment and professional practice and/or further study.
- Provide courses that enable graduates to make a useful contribution to the social, economic and cultural life of the region and beyond.
- Enrich curriculum content and ensure course currency through the professional practice, research and scholarship of staff.
- Emphasise the cultural, technical and vocational relevance of course provision.
- Develop effective collaborations with the creative and cultural industries, professional bodies, other HEIs and wider art, design, architecture and media communities.

GENERIC SKILLS

Holders of Undergraduate Awards will:

- Have developed the skills to embark on a professional career or further course of study in a related field.
- Demonstrate a professional approach and work towards achieving their full potential as a creative or technical practitioner.
- Possess the qualities and transferable skills necessary for employment and progression to other qualifications assuming personal responsibility and decision-making.
- Be digitally literate in relation to the skills essential for professional practice and its representations.
- Be able to locate their work within relevant professional, cultural and historical frameworks.
- Be able to practice professionally in an area appropriate to their subject skills and expertise.
- Have developed the capacity to critically examine the context within which their practice is based.
- Be able to analyse information and experience to formulate and present reasoned arguments.
- Have an understanding of the extent of their knowledge, and how this influences analysis and interpretation based on that knowledge in their area of practice.
- Be able to interpret and communicate their practice using spoken, written and visual language.
- Be able to work flexibly to manage change and uncertainty.
- Be able to work independently and collaboratively while having regard to the views and needs of other stakeholders.
- Have developed the ability to make effective use of processes and materials appropriate to the subject.
- Be able to work with due regard to Health and Safety, Ethics, Sustainability and Risk Assessment considerations as they apply in a range of professional contexts.

COURSE DIAGRAM

SCL4: Introductory Studies
30 Credits
52 Weeks (240 Study Hours)

COURSE OVERVIEW

Level 4 Short Course: Basics of Creative Coding

Level 4 Basics of Creative Coding is a new short course for anyone who is interested in developing creative computing skills, either as a way of getting a job in this area, or as a first step into higher education. The course has been co-designed with digital creative employers for learners who have either completed a Level 3 qualification, or who can show through work experience that they are ready to start the course.

You will elect to start the course at one of two possible entry points throughout the academic year. Shortly after your course begins you will be invited to a real-time introductory session. At this event, you will meet your tutor and other short course students. You will find out about how the course works and have chance to ask questions. Beyond this point you can undertake your study at your own pace, with a full year to complete the course.

You will build skills in coding and software design that are in high demand in the digital and creative industries. Many people know how to use software packages or enjoy using creative technology through gaming – but not as many know how to create using coding themselves. And the ability to combine coding with creative and design skills is in high demand in the job market – with jobs including software developer, web developer, app developer, and design engineer.

The course carries 30 credits and is expected to take around 240 study hours. How you complete your study is up to you, as you can fit flexibly around your life. All you need is access to a computer, as you can access the software you need through the Norwich University of the Arts virtual desktop. You will have access to the course resources for a full year, so will have plenty of time to complete the course.

At the beginning of the course you will learn how to read and write code, starting with the introductory online session, supported by tutors standing by to help you find solutions to anything you find difficult. You will use your new skills to tackle live mini-projects set by our digital creative industry partners. Course tutors will stay in touch with you throughout, to keep you on track, and connect you to other learners. Our course staff are experienced industry professionals, grounding you in the technical skills you need whilst supporting your creative and technical development.

You will be connected to other students, Norwich graduates and our industry network through professional platforms such as LinkedIn. This will be another way to ask questions, learn from others and even find your first job when you complete the course. Your work will be assessed at the end of the course through the project work you have built up, a research folder and a career planning folder.

Throughout the course you will track your own development using the University's Profile system, which will help you capture your progress and the evidence you build of your skills. Profile is also home to our Employability resources and the University's job page to help you find work when you complete your qualification. Whilst you are studying, you will enjoy the benefits of being part of the Norwich University of the Arts community – access to our library, our Virtual Learning Environment (VLE), the support of our employability and business start-up team.

Developing creative coding skills will help to create opportunities to unlock a wide range of high-quality jobs or could be a great step into further study, including a full undergraduate degree.

Level 4 Short Course Unit: SLC4

Unit Title:	Introductory Studies
Reference:	SLC4
Year:	1
Credit Points:	30
Duration:	52 Weeks
Study Time:	240 Hours

Description

This is a stand-alone unit for students wishing to embark on level 4 study in an area they are not yet familiar with.

You will be introduced to the basics of the subject and gain experience in practicing it through one or more specific projects. You will be look at methods for gathering information and data and investigate the ways in which that information can be interpreted.

The unit is designed to align to relevant industry and the employment opportunities that exist now and in the future.

The unit will help you to develop skills towards becoming an independent learner, i.e. someone with the ability to use initiative to advance their skills, knowledge and understanding and take responsibility for their own education.

Topics covered in this unit

Industry skills with technology and processes
Understanding creative practice
Design Thinking
Prototyping
Finding and interpreting research and data
Communication Skills

In this unit we aim to support you in:

- Developing creative, scientific and practical skills in the discipline
- Learning the importance of research and how to gather and interpret information and data
- Gaining an understanding of the wider influences and challenges related to the discipline

Learning Outcomes

Upon successful completion of this unit, you will be able to:

L01: Use RESEARCH skills to find out about the contexts for your subject

L02: Show that you have developed an understanding of key CAREER and EMPLOYABILITY SKILLS

L03: Show that you have DEVELOPED SKILLS and KNOWLEDGE in the subject

L04: Present work in an organised way which COMMUNICATES your ideas and development

Assessment Requirements

You are required to submit all the following for assessment:

Portfolio of Project Work
Research Folder

Further details on the specific requirements of each submission element can be found in the Unit Handbook for your course.

LEARNING AND TEACHING

The Level 4 Short Course is an online course. Learning and teaching involves working your way through a series of online asynchronous modules to complete the Unit. Teaching sessions are recorded and provide links to online resources to support your learning, this means the course does not require you to be present on campus and you can undertake the course at your own pace.

The course team conduct regular check in and monitoring sessions to ensure that you are supported in your learning and your progress is on track to complete within the registration period for the course.

As a part time asynchronous course, students progress at their own pace and are given 12 months (inclusive of assessment) to complete the course. Students can fit the course around their other commitments and may complete the course in advance of the maximum registration period.

Independent Learning

Independent learning complements the teaching you receive on your course and allows time for skills and knowledge to be developed. Key aspects of learning develop through the acquisition of research skills, the generation and development of ideas, and independent study.

At Level 4 an increasing emphasis is placed on independent learning as you progress through the course. Independent learning may be based on projects or assignments set by staff, or it may be self-initiated.

Work-Related Learning

The University regularly takes advice from the creative and cultural industries in order to maintain the currency of its courses and to ensure that the learning experience is relevant to future employment, freelance work and progression to postgraduate study.

Creative Learning Strategy

All of these features of learning, teaching and assessment are underpinned by Norwich's Creative Learning Strategy which sets out the principles and aims for enhancing learning and teaching at Norwich. It is a supporting strategy which forms the vehicle for our community to debate, define, enhance, embed and celebrate Norwich's creative pedagogy. The Creative Learning Strategy draws from the University Strategy and works alongside the Research and Knowledge Exchange Strategy. The strategy is a guide for our academic community, who will be closely engaged with all aspects of it. It is also a reference point for our whole community, who are integral to the debate and enhancement of learning and teaching at Norwich..

Staff are able to apply for small grants for the development of new approaches to learning and teaching, and for funding to promote the application of their research and creative practice to inform and update their teaching. The University is committed to providing a future-focussed digital learning environment; supported and enhanced by the digital resources available through Workshops and the Library.

ASSESSMENT

Assessment is the process of evaluating or assessing your learning. Sometimes it will involve consideration of work in progress, while at others it concentrates on work which you have completed and submitted as assessment requirements for each unit of study.

The University assesses you through the coursework that you produce as you complete the unit. The unit will require that you present a portfolio of work which may include finished pieces of work, written work, your research, and a reflective journal which allows you to evaluate your learning and highlight your strengths and areas for further development.

There are two types of assessment that you will receive while on your course:

- Formative assessment is the process whereby your work and progress are assessed at regular intervals with accompanying feedback from staff in order to help to improve your performance. Staff will provide you with feedback on the progress of your work before you reach the assessment point at the end of the unit. This may take place one-to-one with a tutor (e.g. in a tutorial) or in group sessions.
- Summative assessment is the process whereby your work is evaluated and given a mark at the end of the unit. Summative assessment formally records your achievement of the unit's learning outcomes.

You will be assessed against the approved unit learning outcomes and assessment requirements as outlined in Unit Outlines. You will be guided through the specific areas of work in which you will be engaged in order to produce the work required for assessment and so successfully achieve the unit learning outcomes.

Many courses also employ self and peer evaluation or assessment within their overall assessment processes. Self-evaluation and self-assessment require you to reflect upon your learning and performance and to submit this to tutors. Peer evaluation and peer assessment are used when students have been working in teams and require each team member to reflect upon their peers' performance and to submit this to tutors.

Feedback Following Assessment

Formative assessment is itself a process of feedback on your progress. You are also given feedback on your performance following each summative assessment. This is delivered in accordance with your unit outline. Feedback on assessment performance will be given to you in a written report with opportunities to meet your tutor for further discussion.

REQUIREMENTS FOR PROGRESSION ON THE COURSE

On completion of the course the credits awarded may enable you to apply for advanced entry to further HE study at this or another University, through accreditation of prior learning. Please note that each HE institution will have its own policy on accreditation of prior learning.

You will work your way through a series of online asynchronous modules, which must each be successfully completed before passing the next in order to successfully complete the Unit.

If you do not pass the Unit at the first attempt you will normally be offered at least one further attempt to pass the unit through resubmission if you have completed the unit on time. If you do not pass the unit after a resubmission attempt you will not be awarded the 30 credits. See the University's Student Regulations and Procedures <https://www.norwichunit/study-at-norwich/undergraduate-apply>.

If you fail your resubmission attempt the assessment board may offer a further attempt through repeating the whole unit, depending on your circumstances. In which case you would normally be required to pay a further fee.

REQUIREMENTS FOR THE AWARD OF A QUALIFICATION

On successful completion of the Unit you will be awarded 30 credits at Level 4 Higher Education in Basics of Creative Coding.

CIRCUMSTANCES THAT MAY RESULT IN COURSE TERMINATION

There are a number of circumstances which may lead us to review your place at the University, including the following:

- because you haven't registered for your course when we asked you to;
- because your engagement with the University is not satisfactory;
- for academic reasons – in other words, because you haven't successfully completed and passed one or more units on your course;
- for disciplinary reasons, including where we have received information which may have led us to make a different decision about your place at the University, or because you have been convicted of a criminal offence involving a court hearing;
- because we believe your health or behaviour is presenting an exceptional level of concern to us, or is disrupting the day-to-day work of the University community;
- because you have taken a formal break from your studies, which we call intermission, but you don't meet the conditions we have set for your return or you don't reply to us when we ask you if you want to return; or
- because you haven't paid your tuition fees or rent for a place in our accommodation.

QUALITY ASSURANCE

The University was established as an independent higher education institution under Section 121 of the Education Reform Act 1988, and is a recognised body with taught degree awarding powers. The University is regulated by the Office for Students (OfS). Information about the University's status can be found on the [OfS Register](#) and on the [list of recognised bodies](#) published on the UK Government (GOV.UK) website. The OfS regulatory framework came fully into force from 1 August 2019. As part of its registration with the OfS the University is required to satisfy a number of conditions that relate to quality and standards.

Prior to 2016, the University was quality assured by the QAA. Read [the latest review](#).

Quality in the University is assured by a number of systems and procedures. Many of these notably those which contribute to annual monitoring work to an annual cycle. Others, such as the Periodic Review of courses, operate over longer timescales. The objectives of the QME systems and procedures are:

1. To enhance the quality of courses and university professional services;
2. To attract a high quality student application and intake;
3. To ensure that the University is a reflective community committed to continuous enhancement;
and
4. To retain the confidence of key stakeholders, including external accreditors and funding bodies.