

## COURSE SPECIFICATION

<b>Awarding body:</b>	<p><b>Norwich University of the Arts</b></p> <p>The University is a recognised body with taught degree awarding powers. The University is subject to regulation by the Office for Students (OfS).</p>
<b>Course title:</b>	L5 Diploma Creative Computing
<b>Level of Study:</b>	<p>Level 5 of the Framework for Higher Education Qualifications in England (FHEQ). For further information see: <a href="https://www.qaa.ac.uk/docs/qaa/quality-code/qualifications-frameworks.pdf">https://www.qaa.ac.uk/docs/qaa/quality-code/qualifications-frameworks.pdf</a></p>
<b>Award:</b>	Level 5 Diploma
<b>Mode of Study:</b>	Full-time
<b>Duration of Course:</b>	1 years
<b>Language of Study:</b>	English
<b>Course Accreditation:</b>	None
<b>Relevant QAA Subject Benchmarks:</b>	<p><b>Computing (2022)</b></p> <p><a href="https://www.qaa.ac.uk/docs/qaa/sbs/sbs-computing-22.pdf?sfvrsn=ebb3dc81_2">https://www.qaa.ac.uk/docs/qaa/sbs/sbs-computing-22.pdf?sfvrsn=ebb3dc81_2</a></p> <p><b>Art and Design (2019)</b></p> <p>For further information see: <a href="https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-art-and-design-17.pdf?sfvrsn=71eef781_16">https://www.qaa.ac.uk/docs/qaa/subject-benchmark-statements/sbs-art-and-design-17.pdf?sfvrsn=71eef781_16</a></p> <p>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.</p>
<b>Tuition Fees:</b>	For details of tuition fees see: <a href="http://www.nua.ac.uk/study/finance/">http://www.nua.ac.uk/study/finance/</a>
<b>Other Course Costs:</b>	<p>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 L5 Diploma in Creative Computing will have any additional course costs. Access to required software will be provided through the University's virtual desktop.</p>

## **ADMISSION REQUIREMENTS**

### **Entry Requirements / Interview/ Portfolio:**

When you apply to Level 5 Diploma Creative Computing at Norwich University of the Arts, you must have completed and passed Year 2 of an undergraduate course at the University.

## **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**

<b>DipL5a: Skills and Insights</b>	<b>DipL5b: Consolidating Knowledge and Looking Forward</b>
40 Credits	80 Credits
10 Weeks (320 Study Hours)	20 Weeks (680 Study Hours)

## COURSE OVERVIEW

The Level 5 Diploma in Creative Computing is a one-year course that students from all BA or BSc courses\* at Norwich University of the Arts can take between Year 2 and Year 3 of their core degree study. The course is an opportunity for you to delve into computing coding and software design and start to develop your existing creative practice through developing and utilising digital technologies. The skills you will build are in high demand in the digital and creative industries and will complement your creative practice.

The creative industries are changing. The lines are blurring between making and creating in the physical and digital worlds. Whilst many creative people know how to use digital platforms that others have designed, relatively few are able to design and make using coding as their medium. Examples of this emerging technology in creative industry include:


- Textile designers using code to generate pattern
- Virtual fashion - consumers 'wearing' digitally created clothes through AR to upgrade their social media profile
- Architects exploring concepts through digital fly-through
- Film-makers blending real with Unreal environments
- Fine Artists selling their work as NFT's (non-fungible tokens) through platforms like Known Origin

This course will develop basic coding skills, technical knowledge and competence that will enable you to build the technology you need to advance your digital creative practice.

You will explore computing foundations and the fundamentals of coding in different languages. Starting with the computational thinking that underpins the basic structures, your coding skills will develop through creating your own objects. You will learn about the basics of Object-oriented programming as well as data structures and algorithms. You will apply your coding and creative skills for creative web and app work, thinking about interaction, image, and text. You will also be introduced to contemporary programming techniques, and the way that they are used in creative industry.

As with all courses at Norwich, the Level 5 Diploma comprises intensive technical and skills teaching, combined with project-based learning which offers the opportunity to try out what you have learned. This should give you a broad overview of the way that computational technology is used across creative industry.

Teaching on this course will be delivered by experienced academic and technical staff supported by visiting industry professionals, to complement core teaching and support your creative and design development alongside gaining proficiency in the technical skills you will need to advance. You will continue to develop excellent transferable skills in teamwork, project management, communication and problem-solving through employability and entrepreneurship sessions integrated into the programme.

A link tutor from your core degree course will support your smooth transition into Year 3, and you will have the chance to participate in sessions with the current Year 2 students towards the end of the diploma year, giving you the chance to get to know them before your final year. You will have the opportunity to review and discuss your  research report proposal, and any changes you want to make to it in the light of your new knowledge and skills.

## LEVEL 5 DIPLOMA CREATIVE COMPUTING

On successful completion of the diploma and your final core discipline year of study, you will be awarded a degree in your subject area with Diploma in Creative Computing. For example, if you successfully complete the diploma and your final year in Fine Art, you will graduate with a *BA (Hons) Fine Art with Diploma in Creative Computing*. Graduates of any Norwich University of the Arts undergraduate course who have added the Level 5 Diploma in Creative Computing may go on to be technology-led creative professionals who combine their creative discipline specialism with technical and coding skills.

*\*except BSc Creative Computing and BSc Creative Technology*

## Level 5 Diploma Unit: DipL5a

<b>Unit Title:</b>	Skills and Insights
<b>Reference:</b>	DipL5a
<b>Year:</b>	1
<b>Credit Points:</b>	40
<b>Duration:</b>	10 Weeks
<b>Study Time:</b>	320 Hours

### Description

This unit is the first of two which together comprise the Diploma of Higher Education. In order to qualify for this award you must have already successfully completed 120 credits at Level 4 study and you will usually have also completed 120 credits of Level 5 study as part of your ongoing BA or BSc at Norwich University of the Arts.

This unit will introduce you to new ideas and skills which are complementary to the subject of your degree and will help you to develop new ways of thinking and working that will help you with your final year studies and your subsequent career.

The unit will help you to feel more confident in your knowledge and in identifying your own areas of skills development.

### Topics covered in this unit

Developing and advancing skills
Identifying and proposing solutions to relevant problems
Identifying and adopting appropriate research sources and methods
Preparation for employment
Understanding the creative and cultural economy
Work-related learning

### In this unit we aim to support you in:

- Developing skills and the application of techniques and processes
- Generating ideas and considering how to identify and solve problems related to the diploma
- Gaining an understanding of a range of research methods relevant to your discipline and developing your understanding of their application
- Reflecting on your learning experience and utilising your learning to independently navigate through relevant research and resources

## **Learning Outcomes**

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

- LO1:** Use SPECIALIST KNOWLEDGE and skills relevant to the subject of the diploma
- LO2:** Show how you have used ITERATIVE processes to identify and put into practice appropriate approaches to creative PROBLEM SOLVING
- LO3:** Use RESEARCH and COMMUNICATION to substantiate and explain the decisions you have made in producing your work
- LO4:** Show that you have used the processes of INDEPENDENT LEARNING and REFLECTION effectively

## **Assessment Requirements**

You are required to submit all the following for assessment:

- Portfolio of Project Work
- Research Folder
- Reflective Learning Summary

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

## Level 5 Diploma Unit: DipL5b

<b>Unit Title:</b>	Consolidating Knowledge and Looking Forward
<b>Reference:</b>	DipL5b
<b>Year:</b>	1
<b>Credit Points:</b>	80
<b>Duration:</b>	20 Weeks
<b>Study Time:</b>	680 Hours

### Description

This unit is the second of two which together comprise the Diploma of Higher Education. In order to qualify for this award you must have already successfully completed 120 credits at Level 4 study and you will usually have also completed 120 credits of Level 5 study as part of your ongoing BA or BSc at Norwich University of the Arts.

This unit will help you to further develop the knowledge and skills you have learned in the first unit of the diploma and reflect on how they can be utilised alongside your core degree discipline. In addition to building relevant experience, the unit will prepare you in being able to make better-informed choices in your future career direction and articulate what you have learned to prospective employers.

### Topics covered in this unit

Advancing Skills and Knowledge
Identifying and Utilising Appropriate Research Methods
Understanding Different Contexts and Audiences
Evaluating Learning Experiences
Team working
Communication skills
Career Planning

### In this unit we aim to support you in:

- Advancing and consolidating your knowledge, skills and experiences as an independent learner and informed practitioner
- Gaining an understanding of collaborative and interdisciplinary working practices
- Strengthening your understanding and application of appropriate research methods for your study
- Developing contexts for further study and career



## **Learning Outcomes**

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

- L01:** Extend your SPECIALIST KNOWLEDGE in ways relevant to the diploma and your creative discipline
- L02:** Identify and use appropriate methods to conduct effective RESEARCH and ANALYSIS
- L03:** EVALUATE your learning and how it can be APPLIED to a range of audiences and contexts
- L04:** COLLABORATE with external and/or internal partners and assume the RESPONSIBILITIES of working in teams
- L05:** COMMUNICATE your ideas effectively to different specialist and non-specialist audiences and/or markets
- L06:** Use CAREERS and EMPLOYABILITY SKILLS to develop a career strategy appropriate to your skills, knowledge and interests

## **Assessment Requirements**

You are required to submit all the following for assessment:

- Portfolio of Project Work
- Group Presentation
- Research Folder
- Reflective Learning Summary

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

## LEARNING AND TEACHING

Learning and teaching at Norwich is a blend of on-campus practical sessions in our studios, workshops and labs, live-streamed digital sessions, and pre-recorded digital materials you can use on-demand.

Norwich University of the Arts emphasises learning and discovery through studio and workshop practice, critical reflection and experimentation with ideas, processes and materials.

Our approach reflects the mix of in-person and digital interaction that has become the way that creative industries work—helping to prepare students for their future careers.

- **On-campus taught sessions**

Teaching and learning sessions that are delivered on campus such as group teaching sessions, technical and academic workshops and project activities. They appear on your timetable as scheduled sessions and enable you to meet the requirements and expectations of your course of study.

- **On-campus booked time**

You can book time on campus to access a workshop, computer or studio space via the University's Virtual Learning Environment (VLE). The course can also book a studio space or computer lab for group work in addition to taught sessions to allow you to use the space to continue your work on campus, if you choose to do so. This will appear on your timetable as 'flexible study time'.

- **Live-streamed digital sessions**

These may be lectures, including visiting lecturer sessions, group teaching, seminars or tutorials and these live sessions enable us to deliver material that does not require you to be present on campus. These will appear on your timetable as scheduled sessions.

- **Pre-recorded, on-demand materials**

These additional materials supplement live streamed teaching and on-campus learning and are available through the course VLE.

Your progress will be assessed in a number of ways. All courses provide clear information about the work required for assessment, and the criteria which are used in assessment. Courses often make use of group reviews where students present their work to their colleagues for discussion. Self-evaluation and peer evaluation are used to help students engage with their learning and understand their progress on the course. You will have access to a wide range of staff, all of them committed to supporting learning. As well as academic staff, these include staff in technical workshops, the Library, Employability Service, and Student Support.

To fully benefit from the course, students are expected to attend all of the taught sessions that are included on the timetable. Timetables are made available at the start of term. For undergraduate students, the balance between taught study and independent learning changes as students progress through the course. As an approximation, an undergraduate student can expect to attend taught sessions for 26% of their time at the Year 2 level of the Diploma.

## **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 undergraduate level, an increasing emphasis is placed on independent learning as students progress through their course. This enables them to make the best use of the University's resources in support of individual creative development. Independent learning may be based on projects or assignments set by staff, or it may be self-initiated.

## **Collaboration**

One of the most exciting aspects of study at Norwich is the opportunity for students to concentrate on their creative discipline. However, there are also valuable opportunities to learn from the experience of working collaboratively or as part of a team with students on other courses, or with external organisations. Collaborative projects may form part of the approved content of a course unit, with the outcomes of the collaboration being formally assessed, or they can be negotiated as part of a learning agreement. The chief benefit of collaborating in this way is that it reflects the realities of professional practice in the creative industries, and thus it enhances students' understanding of the professional context for their work.

## **Work-Related Learning**

All Norwich courses offer students opportunities whenever possible to undertake work-related learning in order to reinforce their professional development and awareness. This includes: guest lectures or workshops led by visiting artists, performers and designers; 'live' projects or commissions for external clients; mentoring by practising performers, artists and designers; work placements and projects which simulate professional practice in the creative sectors. In addition, students are encouraged to participate in regional and national competitions for artists and designers such as the Starpack Packaging Awards and Design & Art Direction Awards, often achieving significant success.

Students also undertake voluntary projects, for example in schools, hospitals and the wider community. This experience is particularly valuable for those who want to pursue a career in teaching or community work. 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 learning environment in which digital and physical learning and teaching sit side by side; 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 each unit. Each 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 course 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. Project Briefs guide you 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

The general requirements for progression are as follows:

If you do not pass a unit at first attempt you will normally be offered at least one further attempt to pass the unit through resubmission. If you do not pass the unit after a resubmission attempt you may have your diploma course terminated. Termination of the Level 5 Diploma will not affect progression into the final year of study for your core discipline. See the University's Student Regulations and Procedures [Student Regulations and Procedures 2023-24 \(norwichuni.ac.uk\)](http://norwichuni.ac.uk).

If you fail all 120 credits in a year of diploma study you will not normally be offered resubmission opportunity and may have your diploma course terminated, this will not affect progression into the final year of study for your core discipline. You will not normally be offered an opportunity to repeat the diploma year but will progress onto the final year of study for your core discipline, depending on your circumstances.

## REQUIREMENTS FOR THE AWARD OF A QUALIFICATION

On successful completion of the diploma and your final core discipline year of study, you will be awarded a degree in your subject area with Diploma in Creative Computing. For example, if you successfully complete the diploma and your final year in Fine Art, you will graduate with a BA (Hons) Fine Art with Diploma in Creative Computing.

## 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.