Stage 1 (University Foundation) – Creative Technologies

Duration: 2 semesters

Intakes: January & September

The Faculty of Creative and Cultural Industries has strong links with companies such as Autodesk, Avid, Climax, EA Games, Endorphin, IBM, Pivotal Games, Sony and Virtalis, many of which offer generous prizes to award-winning graduates. These industry links also ensure that the BSc courses reflect current practices and advances, and will provide you with the essential commercial experience required by today’s employers.

The Foundation has been designed for students who wish to study one of the following University of Portsmouth degree courses:

* BSc (Hons) Computer Animation and Visual Effects

*This course will give you the chance to focus on either the more artistic aspects of computer animation and visual effects, or the more technical side, including scripting.*

* BSc (Hons) Computer Games Enterprise

*Designed to give you the necessary business knowledge and skills to set up and profit from your own game-related enterprise, you won’t just be learning about business start-up from books and lectures – on this degree you’ll actually be doing it.*

* BSc (Hons) Computer Games Technology

*Love gaming and want to develop the skills to create your own? Our course can provide you with experience in all the required aspects of computer game development. You’ll get the chance to design graphics using animation and 3D modelling, program your game for consoles and develop entrepreneurial skills to sell your game – all valuable assets for this expanding industry.*

* BSc (Hons) Digital Media

*We offer a creative environment for you to produce exciting, high-quality websites, designed to international standards and incorporating current best practice. You’ll be threading together the fundamentals of digital media from animation, 2D and 3D graphics, video, and media streaming, to create your own digital media products.*

* BA (Hons) Media Studies

*You will explore media as sources of information, entertainment and identity. You will also investigate the evolution of media, from the early days of the press through to the digital age. In addition, our Media Studies programme gives you opportunities to develop key practical skills in areas such as media writing, script writing and video production.*

* BSc (Hons) Television and Broadcasting

*This industry recognised Creative Skillset Accredited course offers a great opportunity to pursue an exciting career in television and radio broadcasting. Teaching takes place in purpose-built TV and radio studios, using industry standard hardware and software. Learn to produce weekly live professional TV programmes, and become a multi-skilled practitioner.*

**Course information**

One credit is equivalent to 10 hours of learning. This programme is comprised of 120 credit points, equivalent to 1200 notional hours. You will study the following modules over two semesters:

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| --- | --- | --- | --- | --- | --- |
| **Module Name** | **Module Code** | **Core/ Option** | **Credit** | **Assessment Type** | **Weighting (%)** |
| ICT Skills**Contact hours per week:** **3h** | BUS107BL | Core | 10 | (A) Practical exercise covering word and excel skills | 40 |
| (B) 2 hour closed book exam | 60 |
| Business Studies**Contact hours per week:** **4h** | BUS106 | Core | 10 | (A) 15 minute group presentation (Business Plan) | 10 |
| (B) 1500 word individual Business Plan | 40 |
| (C) Final 2 hour closed book exam | 50 |
| Interactive Learning Skills and Communication**Contact hours per week:** **5h** | ILSCBL0 | Core | 20 | (A) Research and Reference a Topic | 10 |
| (B) Oral Presentation | 20 |
| (C) Group Project | 20 |
| (D) Closed Book Examination 2.5 hours to include listening component | 40 |
| (E) PDP Portfolio | 10 |
| Maths for Science and Computing**Contact hours every other week:** **4h** | PORTDE | Core | 20 | (A) 1 hour closed book in-class test | 40 |
| (B) Final 2 hour closed book exam | 60 |
| New Media and Digital Cultures **Contact hours per week:** **4h** | MED101 | Core | 15 | Small Group Wiki | 100 |
| Programming Concepts**Contact hours every other week:** **4h** | SCI107 | Core | 10 | (A) MCT (20 mins) | 5 |
| (B) MCT (20 mins) | 5 |
| (C) MCT (20 mins) | 5 |
| (D) Problem solving task | 25 |
| (E) 2 hour closed book exam | 60 |
| Research Method, Critical Thinking & Expression**Contact hours per week:** **4h** | RES101 | Core | 15 | (A) 1 hour in-class test | 20 |
| (B) 1000 word written argument | 20 |
| (C) Final 2 hour closed book exam | 60 |
| Design Concepts**Contact hours per week:** **3h** | SCI132 | Core | 20 | (A) Written design report (2000 words) | 40 |
| (C) Final 2 hour closed book examination | 60 |

You will be required to pass all modules (120 credits) in order to successfully complete Stage 1 (University Foundation).