



## Programme Specification (Undergraduate)

FOR ENTRY YEAR: 2023/24

Date created: 02/11/2022

Last amended: 02/11/2022

Version no. 1 Date approved by EQED:

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### 1. Programme title(s) and code(s):

BSc Creative Computing (G452)

BSc Creative Computing with a Year in Industry (G452)

BSc Creative Computing with a Year Abroad (G452)

CertHE Creative Computing\*

DipHE Creative Computing\*

Notes

\* An award marked with an asterisk is only available as an exit award and is not available for students to register onto.

#### a) [HECOS Code](#)

HECOS Code	%
100368	100%

#### b) UCAS Code (where required)

G452

### 2. Awarding body or institution:

University of Leicester

### 3. a) Mode of study

Full-time

#### b) Type of study

Campus-based

### 4. Registration periods:

#### BSc Creative Computing

The normal period of registration is 3 years

The maximum period of registration 5 years

#### BSc Creative Computing with a Year in Industry / Year Abroad

The normal period of registration is 4 years

The maximum period of registration 6 years

### 5. Typical entry requirements

A-levels: BBB

Two AS-levels considered in place of one A-level. General Studies accepted.

BTEC: DDM

No specific subjects at A-level or BTEC are required, but it is expected that students will have a mix of “arts” and “sciences” qualifications. Where there is a uniform qualifications profile (i.e. all sciences or all arts), the personal statement will be examined for evidence of sustained and credible activity in the under-represented side. This should include evidence of computing, programming or web skills, creative or artistic ability.

## **6. Accreditation of Prior Learning**

APL will not be accepted for exemptions from individual modules, however may be considered for direct entry to year 2, on a case by case basis and subject to the general provisions of the University APL policy.

## **7. Programme aims**

The BSc Creative Computing programme aims to allow students to:

- understand the ways in which creativity and enterprise are shaping digital technologies;
- place creative thinking at the heart of technological developments;
- improve computer technologies to support human creativity;
- experience an intellectually challenging and stimulating curriculum that draws on the research expertise of staff in the department and associated enterprise partners;
- develop the flexibility and adaptability necessary to respond effectively in a dynamic world;
- develop an appetite and ability to be an independent entrepreneur and life-long learner;
- apply creative computing skills within different discipline areas;
- have confidence and expertise in the interconnected areas of computing, creativity and business;
- be able to solve problems by applying a rigorous yet creative approach;
- develop the foresight and prescience to anticipate new technological developments and their impact;
- acquire team working and presentation skills.

It will equip students to:

- create original software applications and projects both individually and in collaboration;
- understand the design process and its potential applications;
- flourish in the rapidly changing digital economy;
- work across disciplines and in different contexts;
- solve real-world problems in a creative way;
- develop in-depth knowledge and understanding of specialised areas of creative computing;
- be technically competent in relevant areas of the arts and humanities;
- understand the theory and concepts that underpin creativity and computing;
- embrace the wider social and cultural context for creative computing; and
- undertake research and development in both academic and professional situations.

In addition, for the “with a Year in Industry” variants:

- provide students with an experience of the application of creative computing and professional skills in an industrial environment and to reinforce knowledge through its use in different environments.

In addition, for the "Year Abroad" variants:

- enable students to gain experience of Creative Computing in an international perspective;
- develop students’ working knowledge of a language other than English; and
- provide students with an environment that will encourage a thoughtful and mature approach to all aspects of study and life, creating graduates with broad experiences and horizons.

#### **8. Reference points used to inform the programme specification**

- QAA Benchmarking Statement – [Art and Design \(2016\)](#)
- QAA Benchmarking Statement – [Business and Management \(2015\)](#)
- QAA Benchmarking Statement – [Computing \(2016\)](#)
- IEEE and ACM Joint Task Force - [Computer Science Curricula \(2013\)](#)
- [University of Leicester Discovery Led and Discovery Enabling Learning Strategy 2016-2020](#)
- University of Leicester Periodic Developmental Review Report

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### 9. Programme Outcomes

Unless otherwise stated, programme outcomes apply to all awards specified in 1. Programme title(s).

#### a) Knowledge and Critical Understanding

#### i) Competence in an appropriate body of knowledge

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
1. <i>Recall and describe</i> key issues in creative computing.	Demonstrations. Essay. Feedback. GIS. Laboratories. Lectures. Presentations. Projects. Seminars. Study groups. Tutorials. Workshops.	Annotated learning log. Blog post. Computer-based test. Concept map. Coursework. Demonstration. Essay. Essay plan. Exam. Field report. Instant reports (using a template). Literature review. Portfolio. Presentation. Reflective journal. Report.	Written examinations, summative and formative coursework, group and individual project presentations, individual project oral examinations and project dissertations.
2. <i>Define</i> creative problems that may be solved with appropriate knowledge of computing.	Computer-based practicals. Coursework. Feedback. GIS. Laboratories. Projects. Seminars. Study groups. Tutorials. Workshops.	Annotated learning logs. Business plan. Concept maps. Coursework. Demonstrations. Essays. Essay plans. Exams. Installations. Performances. Portfolios. Presentations. Products. Project works. Reflective journals. Role play.	
3. <i>Explain</i> the role that creative computing plays in the success of modern business and research projects.	Demonstrations. Essays. Feedback. Field trips. GIS. Lectures. Presentations. Seminars. Study groups. Tutorials. Workshops.	Annotated learning logs. Blog posts. Business plan. Computer-based tests. Coursework. CV. Demonstrations. Essays. Essay plans. Exams. Field reports. Instant reports (using a template). Literature reviews. Portfolios. Presentations.	

<p>4. <b>With-industry:</b> <i>apply</i> skills and knowledge from their degree within a professional context</p> <p>5. <b>Year abroad:</b> demonstrate understanding of the core of an appropriate foreign language</p>	<p>Placement preparation and supervision.</p> <p>Lectures, language laboratories and learning abroad.</p>	<p>Products. Project works. Reflective journals. Reports.</p> <p>Placement assessment and visit report.</p> <p>University report.</p>	
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ii) Breadth of knowledge

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
<p>Students should be able to:</p> <p>1. Explain and apply knowledge of key creative computing techniques to solve real-world problems.</p> <p>2. Apply creative thinking to specify, design, implement and test creative computing applications.</p> <p>3. Explain and apply suitable design processes and methodologies,</p>	<p>Computer-based practicals. Coursework. Demonstrations. Feedback. GIS. Laboratories. Lectures. Presentations. Projects. Seminars. Study groups. Tutorials. Web-based learning materials. Workshops.</p> <p>Coursework. Demonstrations. Feedback. GIS. Laboratories. Presentations. Projects. Seminars. Study groups. Tutorials. Workshops.</p> <p>As above</p>	<p>Annotated learning logs. Blog posts. Business plan. Computer-based tests. Concept maps. Coursework. Demonstrations. Essays. Essay plans. Exams. Field reports. Installations. Literature reviews. Portfolios. Presentations. Products. Project works. Reflective journals. Reports. Role play.</p> <p>Annotated learning logs. Concept maps. Coursework. Demonstrations. Installations. Instant reports (using a template). Performances. Portfolios. Presentations. Products. Project works. Reflective journals. Reports.</p> <p>As above</p>	<p>Written examinations, summative and formative coursework, group and individual project presentations, individual project oral examinations and project dissertations.</p>

to determine strategies for innovation in creative computing.			
4. Apply tools and techniques to efficiently collaborate with others to plan and execute a project	As above	As above	
5. <b>Year abroad:</b> Demonstrate an ability to communicate some aspects of Creative Computing in a foreign language	Lectures and language laboratories	University report.	

iii) Understanding of source materials

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
Students should be able to: [Insert details – use a separate row for each ILO]	[Insert details]	[Insert details]	[Insert details]
Students should be able to: [Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]

**b) Cognitive and Practical Skills**

i) Selection and analysis of sources

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
Students should be able to:	[Insert details]	[Insert details]	[Insert details]

[Insert details – use a separate row for each ILO]			
Students should be able to: [Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]

ii) Critical engagement

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
Students should be able to: [Insert details – use a separate row for each ILO]	[Insert details]	[Insert details]	[Insert details]
Students should be able to: [Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]

iii) Presentation of an argument

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
Students should be able to: [Insert details – use a separate row for each ILO]	[Insert details]	[Insert details]	[Insert details]
Students should be able to: [Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]

iv) Independent research

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
Students should be able to: [Insert details – use a separate row for each ILO]	[Insert details]	[Insert details]	[Insert details]
Students should be able to: [Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]

v) Relevant technical skills

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
Students should be able to: [Insert details – use a separate row for each ILO]	[Insert details]	[Insert details]	[Insert details]
Students should be able to: [Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]

vi) Autonomous working

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
Students should be able to: [Insert details – use a separate row for each ILO]	[Insert details]	[Insert details]	[Insert details]



Students should be able to: [Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]
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vii) Presentation of research findings

Intended learning Outcome	Teaching methods	Learning Activities	Assessment Type
Students should be able to: [Insert details – use a separate row for each ILO]	[Insert details]	[Insert details]	[Insert details]
Students should be able to: [Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]	[Insert or delete rows as necessary]

c) Transferable skills

i) Oral communication

Intended Learning Outcomes	Teaching and Learning Methods	How Demonstrated?
1. Respond to technical questions with accurate and concise answers.	Lectures and tutorials. Project supervisions.	Group and individual project presentations, individual project oral examinations.
2. Demonstrate fluent and sustained scientific, technical and business communication.	As above.	As above.
3. Demonstrate core oral communication skills in a foreign language (G401).	Language tuition.	Host University assessment.

ii) Written communication

Intended Learning Outcomes	Teaching and Learning Methods	How Demonstrated?
1. Write concise and accurate summaries of computing and scientific knowledge, and solutions to problems, in a variety of different formats.	Lectures, tutorials, computer laboratories, project work.	Written examinations, assessed coursework.
2. Produce properly structured, clear, advanced technical reports or dissertations.	Lectures and tutorials. Discussed in both group and individual project supervisions.	Group project assessed coursework and individual project reports.
3. Demonstrate core written communication skills in a foreign language (G401).	Lectures, tutorials, language laboratory work.	University report.

iii) Information technology

Intended Learning Outcomes	Teaching and Learning Methods	How Demonstrated?
1. Use a very broad range of software and IT tools, and to choose these appropriately for uses throughout Computer Science.	Lectures, tutorials and laboratories.	Assessed (laboratory) coursework.
2. Adapt to future programming languages and paradigms, and all varieties of software tools and technology.	As above.	As above.

iv) Numeracy

Intended Learning Outcomes	Teaching and Learning Methods	How Demonstrated?
1. Demonstrate understanding of the concept of number. Solve numerical problems.	Lectures, tutorials, computer laboratories.	Written examinations, assessed coursework.
2. Use analytical, quantitative, and graphical methods, and deploy elementary statistics.	As above, together with project work.	As above, along with group and individual project presentations and reports.

v) Team working

<b>Intended Learning Outcomes</b>	<b>Teaching and Learning Methods</b>	<b>How Demonstrated?</b>
1. Work effectively as part of a team, organise roles and manage time, undertake assigned tasks, and ensure final completion of a team project. Identify strengths and weaknesses of team members.	Lectures, tutorials and project supervision.	Group project assessed coursework and presentations. Mini projects.

vi) Problem solving

Intended Learning Outcomes	Teaching and Learning Methods	How Demonstrated?
<p>1. Solve a variety of short problems through the integration of knowledge of mathematics, logic, and Computer Science.</p>	<p>Lectures and tutorials. Also covered in project supervisions.</p>	<p>Written examinations, assessed coursework, and project reports.</p>
<p>2. Use systematic analysis and design methods, and appropriate algorithms, to solve medium scale problems.</p>	<p>As above.</p>	<p>As above.</p>
<p>3. Analyze large-scale problems to produce suitable solutions with sensible economic and commercial compromises. Apply management techniques to allocate resources to projects.</p>	<p>As above.</p>	<p>Group and individual project presentations and reports.</p>

vii) Information handling

Intended Learning Outcomes	Teaching and Learning Methods	How Demonstrated?
<p>1. Conduct significant background research and literature surveys, and summarise content from information sources.</p>	<p>Taught in lectures. Also covered in project supervisions.</p>	<p>Individual project reports.</p>
<p>2. Demonstrate a broad understanding of problems and issues that arise in the location, organization, processing and evaluation of data.</p>	<p>As above.</p>	<p>Written examinations, assessed coursework, and project reports.</p>
<p>3. Recognize the need for information, and work with fuzzy, limited and possibly contradictory information.</p>	<p>As above.</p>	<p>As above.</p>

viii) Skills for lifelong learning

Intended Learning Outcomes	Teaching and Learning Methods	How Demonstrated?
1. Demonstrate knowledge and understanding of professional and ethical issues, and aspects of the law, in the context of Computing Professionals.	Lectures and tutorials. Also covered in project supervisions.	Written examinations, assessed coursework, and project reports.
2. Demonstrate independence and time management skills.	Project supervisions and research project work. Meeting coursework deadlines.	Project reports.
3. Design a personal work plan and be able to improve performance with a clear view of long-term professional development.	Project supervisions and research project work.	As above.

Year Abroad

In addition, for the 'with a Year abroad' variants the additional programme outcomes apply.

Year in Industry

[In addition, for the Year in Industry' variants the additional programme outcomes apply.](#)





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### 10. Progression points

This programme follows the standard Scheme of Progression set out in [Senate Regulations](#) – see the version of Senate Regulation 5 governing undergraduate programmes relevant to the year of entry.

#### **For the ‘with industry’ variant:**

The ‘year in industry’ variant of this programme is offered in accordance with the University’s [standard specification for year in industry programme variants](#).

Students will revert to the degree without industry version of their course if any of the following:

- they fail to acquire a placement when all necessary paperwork has been completed before the deadline for submitting final year module selection
- they fail to pass the assessment related to the placement
- the placement is terminated through no fault of the student after less than 9 months and no suitable alternative placement can be found.

In cases where a student has failed to meet a requirement to progress they will be required to withdraw from the course.

#### **a) Year abroad**

For the Year Abroad variant (for experiential Year Abroad only) [the additional progression points apply](#)

#### **b) Year in Industry**

For the Year in Industry variant, the [additional progression points apply](#)

### 11. Criteria for award and classification

This programme follows the standard scheme of undergraduate award and classification set out in [Senate Regulations](#) – see the version of *Senate Regulation 5 governing undergraduate programmes* relevant to the year of entry.

### 12. Special features

While this programme provides the skills and knowledge required to work within the creative industries or research, it provides a foundational knowledge of creativity, computing and business that will allow students to graduate into a wide range of roles.

Assessment items include: coursework, such as designs, models, software, reports, interviews, presentations, websites, seminars; portfolios, including installations, websites, performances, artworks, software, games, etc.; instant reports, written quickly using a template; team essays, co-written by the group; concept maps; blog posts; reflective journals; business plans; literature reviews; role play; and products, alongside more familiar traditional types of assessment.

For the Year Abroad variant (for experiential Year Abroad only) [the additional Special Features apply](#)

For the Year in Industry variant, [the additional Special Features apply](#)

### **13. Indications of programme quality**

- The programme will be subject to standard University of Leicester procedures for quality assessment, including Annual Developmental Review, Periodic Developmental Review, Quality Office review, liaison with College Academic Committee, and the programme will report to the departments' Learning and Teaching Committees.
- An External Examiner will be appointed according to Senate regulations 7.18-7.60.
- There will be systematic, regular evaluation by students registered with the programme, including anonymous evaluation of sessions and modules. Representatives from this programme will be appointed to the Student Staff Committee meetings within the Informatics department.
- The programme's teaching staff will engage with University procedures for peer assessment of teaching and marking.

### **14. External Examiner(s) reports**

The details of the External Examiner(s) for this programme and the most recent External Examiners' reports for this programme can be found at [exampapers@Leicester](mailto:exampapers@Leicester) [log-in required].

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### Appendix 1: Programme structure (programme regulations)

The University regularly reviews its programmes and modules to ensure that they reflect the current status of the discipline and offer the best learning experience to students. On occasion, it may be necessary to alter particular aspects of a course or module.

BSc Creative Computing

**Level 4/Year 1      2023/24**

Credit breakdown

Status	Year long	Semester 1	Semester 2
Core	n/a	60 credits	45 credits
Optional	n/a	n/a	15 credits

120 credits in total

Core modules

Delivery period	Code	Title	Credits
Semester 1	CO1101	Computing Fundamentals	15 credits
Semester 1	CO1102	Programming Fundamentals	15 credits
Semester 1	CO1110	Digital Arts Lab	15 credits
Semester 1	CO1111	Creativity and Computing	15 credits
Semester 2	CO1109	Business and Financial Computing	15 credits
Semester 2	CO1112	Games and Gamification	15 credits
Semester 2	CO1113	Ideation and Design	15 credits

**Notes**

N/A

## Option modules

Delivery period	Code	Title	Credits
Semester 2	MN1024	Managing Digital Technologies	15 credits
Semester 2	CO1105	Introduction to Object-Oriented Programming	15 credits

**Notes**

This is an indicative list of option modules and not definitive of what will be available. Option module choice is also subject to availability, timetabling, student number restrictions and, where appropriate, students having taken appropriate pre-requisite modules.

**Level 5/Year 2      2024/25**

## Credit breakdown

Status	Year long	Semester 1	Semester 2
Core	n/a	45 credits	45 credits
Optional	n/a	15 credits	15 credits

120 credits in total

## Core modules

Delivery period	Code	Title	Credits
Semester 1	CO2102	Databases and Domain Modelling	15 credits
Semester 1	CO2109	SciArt & Big Data Visualisation	15 credits
Semester 1	CO2111	Developmental Computing	15 credits
Semester 2	CO2108	Concurrent Design	15 credits
Semester 2	CO2113	Entertainment Tech & Design	15 credits
Semester 2	CO2114	Foundations of Artificial Intelligence	15 credits

**Notes**

N/A

## Option modules

Delivery period	Code	Title	Credits
Semester 1	EN2070	Using Stories	15 credits
Semester 1	MS2018	Digital Storytelling	15 credits
Semester 1	PS2113	Introduction to Sensation, Perception and Cognition for Creative Computing	15 credits
Semester 2	CO2104	User Interface Design and Evaluation	15 credits
Semester 2	MN2133	Equality, Diversity and Inclusion in Organisations	15 credits
Semester 2	MS2005	Working in the Creative Industries	15 credits

**Notes**

Choose one option from each semester.

This is an indicative list of option modules and not definitive of what will be available. Option module choice is also subject to availability, timetabling, student number restrictions and, where appropriate, students having taken appropriate pre-requisite modules.

**Level 6/Year 3      2025/26**

## Credit breakdown

Status	Year long	Semester 1	Semester 2
Core	45 credits	30 credits	15 credits
Optional	n/a	15 credits	15 credits

120 credits in total

## Core modules

Delivery period	Code	Title	Credits
Year long	CO3202	Entrepreneurial Project	45 credits

Delivery period	Code	Title	Credits
Semester 1	CO3101	Computers, Society and Professionalism	15 credits
Semester 1	CO3104	Computational Creativity	15 credits
Semester 2	CO3107	Emerging Technologies	15 credits

#### Notes

N/A

#### Option modules

Delivery period	Code	Title	Credits
Semester 1	CO3102	Mobile and Web Applications	15 credits
Semester 1	MS3004	Global Cultures	15 credits
Semester 1	NT3100	Sustainability Enterprise Project	15 credits
Semester 2	CO3110	Independent Study	15 credits
Semester 2	CO3103	Technology Management	15 credits
Semester 2	MN3019	Advertising and Consumer Culture	15 credits

#### Notes

NT3100 can only be chosen through Online Module Selection. Students cannot choose it after OLMS has closed.

This is an indicative list of option modules and not definitive of what will be available. Option module choice is also subject to availability, timetabling, student number restrictions and, where appropriate, students having taken appropriate pre-requisite modules.

#### **BSc CREATIVE COMPUTING WITH A YEAR ABROAD**

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##### **First and Second Year Modules**

As for the first- and second-year of the BSc degree in Creative Computing.

##### **Third Year Modules**

The third year will be spent abroad taking approved courses either in an institution associated with the School of Computing and Mathematical Sciences via an ERASMUS bilateral agreement or in a university that has a Study Abroad exchange partnership agreement with the University of Leicester. Students will normally be required to complete the year and to reach a pass level of attainment in 60 credits of Computer Science modules. Failure to do so will result in the student reverting to the three year BSc Creative Computing degree. The marks awarded during the year abroad do not contribute to the final degree classification.

Note: Transfer will be confirmed only after successful completion of the first year.

#### **Fourth Year Modules**

As for the third-year of the BSc degree in Creative Computing.

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### **BSc CREATIVE COMPUTING WITH A YEAR IN INDUSTRY**

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#### **First and Second Year Modules**

As for the first- and second-year of the BSc degree in Creative Computing.

#### **Third Year Modules**

1. Students will work within a sponsoring company for one year between 1 July of the second year of the course and the start of the following year.
2. During their one-year placement students will undertake a programme of training and work experience which will be agreed by the sponsoring company and the University.
3. Students will be expected to keep a logbook recording their training and experience that is to be presented for approval to the sponsoring company and the University.
4. Students will be issued with a *Certificate of Industrial Studies* indicating successful completion of their placement.  
Students who do not satisfactorily complete their industrial placement will be transferred to the B.Sc. Creative Computing degree.

The Year in Industry does not contribute to the final degree classification.

#### **Fourth Year Modules**

As for the third-year of the BSc degree in Creative Computing.

## **Appendix 2: Module specifications**

See undergraduate [module specification database](#) (Note - modules are organized by year of delivery).

