Creativity and Technology

Module co-ordinators	Dr Jimmy Eadie and Dr Ann Cleare
What will you learn from this elective	1. Understand how the complex relationships between artists and technology shape contemporary creative practices around the globe. 2. Use the workflows, digital tools, and practical skills needed to produce high-quality audio-visual content. 3. Apply a collaborative, practice-based research methodology enabling the learner to think critically, creatively, and independently.
Student Workload	Contact hours: Lectures and class discussion: 11 hours. Online Group Work Session: 11 Hours. Self-directed: Project Work & Field Work (Sound & video Recording): 30 Hours. Course Readings: 30 hours. Skills acquisition & development (Competent use of media production software Mastering Tools & Techniques): 25-30 hours. Total student workload: 108-112 hours.
Assessment Components	**Summative Assessment:** Online personal Journal (30%). Online multiple-choice questionnaire (30%). Multimedia Documentary Group Project (40%) **Formative Assessment:** Support during practical online sessions.
Indicative Reading List	1. Packer, R. and Jordan, K. (ed). 2001. *Multimedia: from Wagner to Virtual Reality*. New York, London: Norton. 2. Grau, O. 2003. *Virtual Art: From Illusion to Immersion*. Cambridge, Mass.: MIT Press, 3. Richard James Burgess. 2014. *The History of Music Production*, Oxford University Press. New York. 4. Costelo, V. (2012). Multimedia Foundations: core concepts for digital design. Waltham, MA.

Learning Outcomes	1. Understand how the complex relationships between artists and technology shape contemporary creative practices around the globe.
	2. Use the workflows, digital tools, and practical skills needed to produce high-quality audio-visual content.
	3. Apply a collaborative, practice-based research methodology enabling the learner to think critically, creatively, and independently.