BSc (Hons) Creative Computing (and pathways)

Awarding institution	Bath Spa University
Teaching institution	Bath Spa University
School	Bath School of Design
Main campus	Newton Park
Other sites of delivery	N/A
Other Schools involved in delivery	School of Design
Name of award(s)	Creative Computing
Qualification (final award)	BSc (Hons) Creative Computing (Single/Joint) BSc (Hons) Creative Computing (Games) BSc (Hons) Creative Computing (Web Technologies)
Intermediate awards available	Diploma of Higher Education (Creative Computing: Named Routes) Certificate of Higher Education (Creative Computing)
Routes available	Single/Joint
Professional Placement Year	Optional
Duration of award	3 years full-time 4 years with Professional Placement Year 6 years part-time
Modes of delivery offered	Campus-based
Regulatory Scheme [1]	Undergraduate Academic Framework
Exemptions from regulations/framework[2]	N/A
Professional, Statutory and Regulatory Body accreditation	N/A
Date of most recent PSRB approval (month and year)	N/A
Renewal of PSRB approval due (month and year)	N/A
UCAS code	Single: CC10 Gaming: 6T3D Web Technologies: TT17
Route code (SITS)	Single: CCSPS CCGMSPS (Gaming) CCWTSPS (Web Technologies)
Relevant QAA Subject Benchmark Statements (including date of publication)	Computing (February 2016)
Date of most recent approval	May 2021
Date specification last updated	January 2025

[1] This should also be read in conjunction with the University's Qualifications Framework

[2] See section on 'Exemptions'

Exemptions

There are no exemptions

Programme Overview

Creative Computing celebrates and interrogates the collision of creativity and technology. The results are novel and surprising, yet useful, and feature computing as a tool to enhance human creativity or help address real world problems.

The goal of BSc (Hons) Creative Computing is to develop versatile and imaginative creative technologists. We teach you how to craft ideas, shape interactive experiences, design for audiences, programme intelligently and evaluate critically. Our key aim is to help you develop a unique balance of technical proficiency and creative flair that is both rare and valued across the digital sector.

Module content within Creative Computing targets the following themes:

- Programming
- Interactive Storytelling
- Creative Problem Solving
- Emerging Technologies
- Experience Design
- Industry Insight
- Collaboration
- Digital Citizenship

Themes are engaged through teaching methods that extend beyond typical lectures and seminars. You participate in co-creation projects, debating forums, full-day creative challenges and rapid prototyping workshops to gain a production-led understanding of creative computing. Assessment is focused similarly on context, making and evaluation. You deliver portfolios of creative content, present showcase artefacts, negotiate technical tasks, and write commentaries that position and reflect critically on digital work.

Creative Computing provides the option of engaging digital creativity via pathways in *Gaming* and *Web Technologies* . Pathway modules commence in years 2 and 3, following a common curriculum in year 1 that covers procedural programming, experience design, creative problem solving and media making. There is an opportunity to switch or remove your pathway at the end of year 1 to reflect emerging interests.

Year 2 exposes the production methods and technologies deployed within professional games, animation and web development studios. Pathway learning includes the fundamentals of game making, motion graphics and responsive web design, while core/optional modules provide space for you to interact with creative companies and experiment with emerging computing technologies.

Year 3 is about kickstarting your career. The focus here is on creative research and commercial thinking, with much of your time allocated to developing a compelling, industry-focused portfolio of creative computing artefacts. Core and optional modules deepen your understanding of your pathway specialism, introduce the essentials of cyber security and provide opportunities to collaborate on live briefs set by some of the most forward-thinking and imaginative digital companies in the region.

Programme Aims

1. Knowledge – to support an understanding of the concepts, principles and practices within the field of creative computing.
2. Computational Thinking – to develop methodical individuals who can deconstruct complex technical and creative problems into manageable and solvable steps.
3. Critical Thinking – to cultivate eloquent, reflective practitioners who can contextualise ideas clearly, evaluate artefacts critically and review personal development constructively.
4. Collaboration – to encourage and facilitate creative collaboration across fields of study and with industry partners.
5. Practice – to develop individuals who have the technical proficiency and creative flair to engage multiple forms of digital creativity in novel and surprising ways.
6. Process – to advance methods of ideation, experimentation, testing, iteration and presentation that underpin the successful actuation of a creative concept.
7. Employability – to inspire adaptable, life long learners who possess the imagination, interpersonal skills and entrepreneurial spirit needed to contribute to the creative economy.
8. Digital Citizenship – to promote the practice of responsible, ethical, secure and fair use of computing across all personal, academic and professional activity.

Programme Intended Learning Outcomes (ILOs)

A Subject-Specific Skills and Knowledge

	Programme Intended Learning Outcomes (ILOs) **On Achieving Level 6**	**On Achieving Level 5**	**On Achieving Level 4**
A1	Coding – identify and assimilate new programming techniques and languages as required to address an original problem in the field of creative computing.	Coding – implement the core features of object orientated programming.	Coding – implement the core features of procedural programming and web development.
A2	Creativity – advance linear and non-linear narratives within the context of digital creativity that serve to inform, persuade or entertain.	Creativity – devise short-form artefacts that engage multiple forms of digital creativity.	Creativity – practise a range of ideation and creative problem solving strategies.
A3	Practice – conceive and actualise an original creative computing artefact that has commercial potential.	Practice – experiment with nascent concepts and technologies in the field of creative computing.	Practice – deploy industry standard tools and techniques to produce short-form creative computing artefacts.
A4	Process – establish a personal approach to artefact creation that reflects the design and production methodologies found in industry.	Process – apply an iterative design cycle of prototyping, testing, analysing and refinement.	Process – engage key methods of project planning and content generation.
A5	Design – consolidate established and emerging experience design principles to generate original creative computing artefacts that target a specific audience demographic.	Design – prototype creative computing artefacts that adhere to the key principles of experience design.	Design – demonstrate an understanding of the key principles of experience design.
A6	Collaboration – respond skillfully to creative computing briefs in partnership with peers and industry.	Collaboration – contextualise and generate creative content in collaboration with peers.	Collaboration – propose solutions to technical and creative problems in partnership with peers.
A7	Systems – research, select and configure a range of computing systems for a creative application, while negotiating requirements, time/budget constraints, trade-off and reliability.	Systems – specify the key features, opportunities and challenges proposed by emerging technologies.	Systems – describe the core features of contemporary computing systems.

B Cognitive and Intellectual Skills

	Programme Intended Learning Outcomes (ILOs) **On Achieving Level 6**	**On Achieving Level 5**	**On Achieving Level 4**
B1	Computational Thinking – deconstruct abstract, real-world problems into their key components, and propose solutions that feature the creative application of computing.	Computational Thinking – reduce complicated creative briefs into discrete design and technical tasks.	Computational Thinking – break down simple programming problems into small and solvable steps.
B2	Critical Thinking – filter, collect, interpret and synthesis data from a range of structured and unstructured sources, then draw conclusions that inform the direction of original work.	Critical Thinking – extract insights from print and online sources to establish a critical position on a given topic.	Critical Thinking – contextualise creative and technical work by drawing comparisons with existing artefacts.
B3	Reflection – undertake an in-depth review of performance across both individual and collaborative activity, and derive a personal development strategy that extends beyond graduation.	Reflection – resolve the successes and limitations of a creative computing solution, and identify personal learning and development opportunities.	Reflection – comment on personal work and the work of others with maturity.
B4	Employability – showcase work adeptly and with a focus on promotion to both peer and public audiences.	Employability – assess the value of original ideas against current and emerging industry trends.	Employability – deploy key planning and organisational strategies.
B5	Digital Citizenship – strategise and maintain ethical practices during the research, design, production and testing of digital work.	Digital Citizenship – comply with regulations that concern the use, attribution and dissemination of original and derivative work.	Digital Citizenship – respond to themes of responsibility, ethics, security and fair use in the context of computing.

C Skills for Life and Work

	On achieving Level 6 you will be able to:	On achieving Level 5 you will be able to:	On achieving Level 4 you will be able to:
C1	**Work Independently** Exercise initiative, independence and personal responsibility to manage your own learning and time.	**Work Independently** Exercise independence and personal responsibility to manage your own learning and time.	**Work Independently** Manage your own learning and time.
C2	**Work with Others** Work collaboratively with others to achieve individual and common goals, solve problems creatively and build interpersonal relationships to flourish in a global workplace.	**Work with Others** Work collaboratively with others to achieve individual and common goals, solve problems creatively.	**Work with Others** Work collaboratively with others.
C3	**Communicate with Impact** Communicate clearly, effectively and impactfully with specialist and non-specialist audiences.	**Communicate with Impact** Communicate clearly and effectively with others.	**Communicate with Impact** Communicate accurately and reliably with others.
C4	**Demonstrate Digital Fluency** Use digital skills productively, critically and ethically to enhance creativity and communication.	**Demonstrate Digital Fluency** Use digital skills productively, critically and ethically.	**Demonstrate Digital Fluency** Use digital skills productively.

Programme Content

This programme comprises the following modules:

Key:

Core = C

Required = R

Required* - R*

Optional = O

Not available for this status = N/A

Subject offered with pathways

BSc (Hons) Creative Computing (and pathways)						**Pathways**	
Level	Code	Title	Credits	Single	Joint	Gaming	Web Technologies
4	CCO4000-20	CodeLab I	20	C	C	C	C
4	CCO4007-20	Web Dev I	20	C	C	C	C
4	CCO4008-20	Ideation & UX Design	20	C	C	C	C
4	CCO4100-20	Digital Storytelling	20	R	N/A	R	R
4	CCO4104-20	Creative Coding	20	R	N/A	R	R
4	CCO4006-20	Digital Visual Design	20	R	N/A	R	R
5	CPU5004-20	CodeLab II	20	O	O	O	O
5	CCO5010-20	Alternative & Emerging Technologies	20	C	C	C	C
5	CCO5002-20	Creative Industry Challenge	20	C	C	C	C
5	CCO5003-20	Computer 3D Modelling and Visualisation	20	O	O	O	O
5	GDT5008-20	Indie Game Design	20	O	O	R	O
5	GDT5003-20	Extended Realities	20	O	O	R	O
5	CCO5102-20	Smartphone Apps	20	O	O	O	R
5	CCO5104-20	Web Dev II	20	O	O	O	R
5	CCO5005-20	Image, Sound and Code	20	O	O	O	O
5	CCO5105-20	Physical Computing	20	O	O	O	O
5	CPU5100-20	Data Visualisation	20	O	O	O	O

5	GDT5006-20	Playful Media	20	O	O	O	O
5	PPY5100-120	Professional Placement Year	120	O	O	O	O
6	CCO6105-40	Creative Project	40	R	N/A	R	R
6	CCO6001-20	Creative Incubator	20	C	C	C	C
6	CCO6002-20	Cyber Security	20	O	R*	O	O
6	GDT6002-20	Serious Games	20	O	O	O	O
6	CCO6104-40	Commercial Games	40	O	N/A	R	N/A
6	CCO6102-40	Creative Web	40	O	N/A	N/A	R
6	CCO6100-20	Web Games	20	O	R*	O	O
6	CCO6103-20	Creative AI	20	O	O	O	O
6	GDT6000-20	Industry Ready	20	O	O	O	O

Assessment methods

A range of summative assessment tasks is used to test the Intended Learning Outcomes (ILOs) in each module. These activities comprise individual and collaborative projects that feature creativity, programming, visual design, experience design, research, documentation, presentation and critical reflection. Shorter formative exercises such as mini coding challenges, design tasks and pitches support your development towards summative assessment.

The attached 'Map of Module Outcomes' and 'Assessment Map' indicate how Intended Learning Outcomes, assessment types and modules topics interact.

Please note: if you choose an optional module from outside this programme, you may be required to undertake a summative assessment task that does not appear in the assessment map in order to pass that module.

Work experience and placement opportunities

There are several opportunities to engage with industry across the programme. We encourage you to take advantage of:

- Summer placement schemes
- Live briefs within such modules as Creative Industry Challenge and Creative Incubator
- Creative and technical work as part of Creative Computing commissioned projects
- Roles with university-led external projects that cross subject areas
- Personal commissioned work with support from the Creative Computing team
- Invites to attend or participate in gaming conventions, tech shows and IT meetups

BSc Creative Computing (and pathways) can also be taken as a 'Sandwich' degree, which is studied over 4 years and includes a year long work placement in a sector of your choice. The placement year is completed between years 2 and 3 of your degree and counts for 120 Level 5 credits. During this time you will be able to utilise knowledge gained as part of your studies in a real work environment to gain 'hands on' experience. The university has a dedicated Careers & Employability team to help you find and prepare for a placement. Following your placement year, you will return to University to complete your final year of study.

Opportunities to study abroad via the Erasmus+, International Exchange and Study Abroad programmes are also available.

Additional Costs Table

Module Code & Title	Type of Cost	Cost
CCO5105-20 Physical Computing	Students may wish to purchase additional physical computing components to develop their project ideas.	£0-100

Graduate Attributes

Graduate Attribute	While at Bath Spa, I will develop my ability to:	This programme will help me to do this through:
Confidently Self-Aware	Reflect on and recognise my unique skills, strengths, and values and be able to apply and articulate them in a range of different contexts.	In creative computing, we equip you with the tools and skills to become a strong communicator and collaborative thinker. The program's wide-ranging curriculum blends creative and technical elements, helping you uncover your unique strengths. Regular critical reflection on your work further deepens your self-awareness, empowering you to grow continuously in your practice.
Emotionally Attuned	Be mindful of how my actions and emotions impact those around me so I can better navigate difficult situations and build effective interpersonal relationships.	In creative computing, students become emotionally attuned through collaborative projects, live client briefs, and peer support and feedback. These experiences help students develop the interpersonal skills necessary to navigate complex group dynamics.
Inclusive Collaborator	Contribute independently to collaborative projects while working effectively with others, valuing diversity and respecting individual differences.	In creative computing, we gradually increase the scope and scale of co-creativity, starting with small in-class tasks and progressing to module-long collaborations that challenge students to maintain productive relationships with their peers. Students are exposed to a variety of creative and tech briefs, which highlight diverse needs and perspectives. These projects are often approached through design thinking and human-centred design methodologies to ensure that the audience and their needs remain central to the design process.

Adaptable Innovator	Embrace challenges, taking risks where needed and applying individual and collective problem solving.	By teaching core skills in ideation, design, development, testing, and marketing, Creative Computing cultivates individuals with the technical proficiency and creative flair to approach digital creativity in novel and unexpected ways.
Critical Thinker	Keep an open mind, ask curious questions and think creatively to gain a deeper and broader understanding of global perspectives and the world around me.	The creative computing program encourages students to explore diverse perspectives and examine the wider impact of creative technology. By introducing established and nascent theories, techniques, and best practices, the program nurtures articulate, reflective practitioners who can effectively contextualize ideas, critically evaluate artifacts, and thoughtfully assess their own growth.
Forward Thinker	Set goals, plan ahead and utilise resources to support my personal ambitions and achieve my own version of success.	The creative computing program is designed to be hands-on, providing students with the opportunity to gradually build a diverse and original portfolio that highlights their creativity, technical skills, and adaptability. Exposure to various technologies, analysis of market trends, and the development of entrepreneurial skills equip students to identify and seize opportunities within the creative and tech sectors.
Ethical Leader	Act with empathy, making decisions grounded in ethical principles while advocating for sustainability and positive social change.	The Creative Computing program equips students with digital citizenship practices that promote the safe, fair, and ethical use of technology in both professional and personal settings. This prepares graduates to be ethically aware and ready for responsible citizenship at local, national, and global levels.
Responsible Self-Starter	Be accountable for my actions and decisions while demonstrating creativity, proactivity, and a focus on solutions.	The course helps students manage projects effectively by offering guidance on time management, workload balancing, and setting deadlines. It encourages curiosity and resourcefulness to enhance learning, while providing structured opportunities for collaboration and industry insights through expert talks and events.
Compassionately Resilient	Respond to setbacks with a reflective and positive attitude, flexibility and a self-caring approach.	The creative computing team is approachable and dedicated to helping students achieve their full potential. Small class sizes allow for personalized 1-to-1 support, helping students navigate setbacks. Regular reflection enables students to identify growth opportunities and respond effectively to challenges.
Digitally Resourceful	Utilise and responsibly leverage existing and emerging technologies to solve problems and communicate.	Our goal in Creative Computing is to develop creative technologists—individuals with the initiative, creative ability, and technical expertise to produce innovative and impactful digital work. This is achieved through a hands-on program that emphasizes learning by making, allowing students to gain practical experience with a wide range of industry-standard and emerging tools and technologies through diverse, production-driven projects.

Modifications

Module-level modifications

Code	Title	Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
CCO5002-20*	Creative Industry Challenge	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
CCO6002-20*	Cyber Security	Change to module status	CoLA Learning, Teaching and Quality Sub-committee, 3 April 2019	2019/20
CCO5000-20	Code Lab II	change to assessment	approved by Creative Industries SQMC 26th November 2019	2020/21
CCO4005-20	Digital Citizenship	Change module status	approved by SQMC 13th November 2019	2020/21
CCO4005-20	Digital Citizenship	Module Deleted	approved by SQMC March 2020	2020/21
CCO5001-20	Emerging Technologies	Assessment change	approved by Creative Industries SQMC 30th Nov 2020	2021/22
CCO6100-20	Web Games	ILO updates	approved by Creative Industries SQMC 30th Nov 2020	2021/22
CCO4004-20	Introduction to Computing	Module Deleted	approved by Creative Industries SQMC 30th Nov 2020	2021/22
Level 4	Fixed Level 4	Change to module statuses	Fixed Level 4 Project	2021/22
CCO5102-20	Smartphone Apps	Assessment change	approved by Creative Industries SQMC 30th Nov 2020	2021/22
CCO4001-20	Web Development	Assessment change	Approved by Chair's Action at the Creative Industries School Quality and Management Committee 30/11/2020	2021/22
CCO5100-20	Games Development	Assessment Change	Approved by Chair's Action at the Creative Industries School Quality and Management Committee 30/11/2020	2021/22
CCO5103-20	Responsive Web	ILO updates	TBC	2022/23
CCO6004-20	Commercial Games	ILO updates	TBC	2022/23
CCO6005-20	Web Apps	ILO updates	TBC	2022/23
CCO6006-20	Tomorrow's Web	ILO updates	TBC	2022/23
CCO6006-20	Tomorrow's Web	Change of semester	TBC	2022/23
CCO6005-20	Web Apps	Change of semester	TBC	2022/23
CCO6105-40	Creative Project	Update to Contact Hours	Approved by Curriculum Approval Panel December 2024	2024/25

CCO5010-20	Alternative & Emerging Technologies	Update to Contact Hours	Approved by Curriculum Approval Panel December 2024	2025/26

*Modification to clarify that these modules are not available as options to Minor students

Programme-level modifications

Nature of modification	Date(s) of approval and approving bodies	Date modification comes into effect
Deletion of CCO4005-20 (Digital Citizenship)	Approved by SQMC, March 2020	2020/21
Deletion of CCO4004-20 (Introduction to Computing)	Approved by Creative Industries SQMC 30th Nov 2020	2021/22
CCO5100-20 (Games Development) replaced by GDT5000-20 (2D Game Design)	TBC	2022/23
CCO5101-20 (Game Studio) replaced by GDT5003-20 (Extended Realities)	TBC	2022/23
CCO6003-20 (Serious Games) replaced by GDT6002-20 (Serious Games)	TBC	2022/23
CCO6000-20 (Applied Computing) replaced by CCO6009-20 (Creative Project)	TBC	2022/23
Introduction of non-pathway route through the degree	TBC	2022/23
Deletion of the Animation Pathway	Approved by Design School SQMC 10th Nov 2021	2022/23
Deletion of CCO6007-20 - Realtime Animation and Interactivity	Approved by Design School SQMC 10th Nov 2021	2024/25
Deletion of CCO6008-20 Virtual and Augmented Reality	Approved by Design School SQMC 10th Nov 2021	2025/26
CCO4007-20 Web Development replaced with CCO4007-20 Web Dev I	Curriculum Committee Dec 2022	2023/24
CCO4002-20 Experience User Design deleted	Curriculum Committee Dec 2022	2023/24
CCO4008-20 Ideation & UX Design added	Curriculum Committee Dec 2022	2023/24
CCO4003-20 Ideation & Problem Solving deleted	Curriculum Committee Dec 2022	2023/24
CCO4104-20 Creative Coding added	Curriculum Committee Dec 2022	2023/24
CCO4101-20 Image, Sound and Code deleted	Curriculum Committee Dec 2022	2023/24
CCO4006-20 Digital Visual Design added	Curriculum Committee Dec 2022	2023/24
GDT5000-20 2D Game Design deleted	Curriculum Committee Dec 2022	2023/24
CCO5005-20 Motion Graphics Sound deleted	Curriculum Committee Dec 2022	2023/24
CCO5103-20 The Responsive Web deleted	Curriculum Committee Dec 2022	2023/24
GDT5008-20 Indie Game Design added	Curriculum Committee Dec 2022	2023/24
CCO5104-20 Physical Computing added	Curriculum Committee Dec 2022	2023/24
GDT5006-20 Playful Media added	Curriculum Committee Dec 2022	2023/24
CCO5104-20 Web Dev II added	Curriculum Committee Dec 2022	2023/24
CCO5001-20 CodeLab II replaced with CPU5004-20 CodeLab II	Curriculum Committee Dec 2022	2023/24
CCO6007-20 Realtime Animation and Interactivity deleted	Curriculum Committee Dec 2022	2023/24
CCO6008-20 Virtual & Augmented Reality deleted	Curriculum Committee Dec 2022	2025/26
CPU6100-20 Machine Learning deleted	Curriculum Committee Dec 2022	2023/24
CCO5005-20 Image, Sound & Code added	Curriculum Committee Dec 2022	2024/25
CCO6009-20 Creative Project, replaced by CCO6105-40 Creative Project	Curriculum Committee Dec 2022	2024/25
Deletion of CCO6005-20 Web Apps	Curriculum Committee Dec 2022	2024/25
Deletion of CCO6006-20 Tomorrow's Web	Curriculum Committee Dec 2022	2024/25
Introduction of CCO6102-40 Creative Web	Curriculum Committee Dec 2022	2024/25
Deletion of CCO6101-20 Physical Computing	Curriculum Committee Dec 2022	2024/25
Introduction of CCO6103-20 Creative AI	Curriculum Committee Dec 2022	2024/25
Introduction of GDT6000-20 Industry Ready	Curriculum Committee Dec 2022	2024/25
Introduction of CCO6104-40 Commercial Games	Curriculum Committee Dec 2022	2024/25
CCO6001-20 Web Games change of semester	Curriculum Committee Dec 2022	2024/25

Attached as appendices:

1. Programme structure diagram
2. Map of module outcomes to level/programme outcomes
3. Assessment map
4. Module descriptors

Appendix 1: Programme Structure Diagram - BSc (Hons) Creative Computing

Single Honours (All Pathways)		**Joint Honours**	
Level 4			
Semester 1	**Semester 2**	**Semester 1**	**Semester 2**
Core Modules		**Core Modules**	
CCO4000-20 CodeLab I	CCO4007-20 Web Dev I CCO4008-20 Ideation & UX Design	CCO4000-20 CodeLab I	CCO4007-20 Web Dev I CCO4008-20 Ideation & UX Design
Required Modules		**Required Modules**	

Single Honours (All Pathways)		Joint Honours	
CCO4100-20 Digital Storytelling CCO4006-20 Digital Visual Design	CCO4104-20 Creative Coding	N/A	N/A
Rule Notes: Students on all pathways take all level 4 modules.		**Rule Notes:** Joint students take the remaining 60 credits from the second subject at Level 4.	
Level 5			
Core Modules		**Core Modules**	
CCO5010-20 Alternative & Emerging Technologies (All Pathways)	CCO5002-20 Creative Industry Challenge (All Pathways)	CCO5010-20 Alternative & Emerging Technologies	CCO5002-20 Creative Industry Challenge
Required Modules		**Required Modules**	
GDT5008-20 Indie Game Design (Games) CCO5104-20 Web Dev II (Web)	GDT5003-20 Extended Realities (Games) CCO5102-20 Smartphone Apps (Web)	N/A	N/A
Optional Modules		**Optional Modules**	
CPU5004-20 CodeLab II (All Pathways) CCO5003-20 Computer 3D Modelling and Visualisation (All Pathways) GDT5008-20 Indie Game Design (All Pathways, Required for Games) CCO5104-20 Web Dev II (Optional for Single/Joint and Games, Required for Web) CCO5005-20 Image, Sound and Code (All Pathways)	GDT5003-20 Extended Realities (All Pathways, Required for Games) CCO5102-20 Smartphone Apps (All Pathways, Required for Web) CCO5105-20 Physical Computing (All Pathways) CPU5100-20 Data Visualisation (All Pathways) GDT5006-20 Playful Media (All Pathways)	GDT5008-20 Indie Game Design CCO5104-20 Web Dev II CCO5003-20 Computer 3D Modelling and Visualisation CCO5005-20 Image, Sound and Code CPU5004-20 CodeLab II	CCO5102-20 Smartphone Apps CPU5100-20 Data Visualisation CCO5105-20 Physical Computing GDT5003-20 Extended Realities GDT5006-20 Playful Media
Rule Notes: Required modules are Pathway specific, as noted.		**Rule Notes:** Joint students must take 40 credits in each subject. The remaining 80 credits can be made up of Optional modules from either subject.	
Optional Professional Placement Year 120 credits			
Level 6			
Core Modules		**Core Modules**	
N/A	CCO6105-40 Creative Project (All Pathways) CCO6001-20 Creative Incubator (All Pathways)		CCO6001-20 Creative Incubator (All Pathways)
Required Modules		**Required Modules**	
CCO6104-40 Commercial Games (Games) CCO6102-40 Creative Web (Web)	N/A	N/A	N/A
Required* Modules		**Required* Modules**	
N/A	N/A	CCO6002-20 Cyber Security CCO6100-20 Web Games	N/A
Optional Modules		**Optional Modules**	
CCO6104-40 Commercial Games (Optional for Single only, Required for Games) CCO6102-40 Creative Web (Optional for Single only, Required for Web) CCO6002-20 Cyber Security (All Pathways) CCO6100-20 Web Games (All Pathways) CCO6103-20 Creative AI (All Pathways) GDT6000-20 Industry Ready (All Pathways) GDT6002-20 Serious Games (All Pathways)	N/A	CCO6103-20 Creative AI GDT6000-20 Industry Ready GDT6002-20 Serious Games	N/A
Rule Notes: Required modules are Pathway specific, as noted.		**Rule Notes:** Joint students must take 40 credits in each subject. At least 20-credits (one module) must be selected from the Required* modules from Creative Computing. The remaining 80 credits can be made up of Optional modules from either subject.	

Appendix 2: Map of Intended Learning Outcomes

Level	Module Code	Module Title	Status (C,R,R*,O) [4]	Intended Learning Outcomes														
				Subject-specific Skills and Knowledge							Cognitive and Intellectual Skills					Skills for Life and Work			
				A1	A2	A3	A4	A5	A6	A7	B1	B2	B3	B4	B5	C1	C2	C3	C4
4	CCO4000-20	CodeLab I	C	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
4	CCO4007-20	Web Dev I	C	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
4	CCO4008-20	Ideation & UX Design	C		x	x	x	x	x			x	x	x	x	x	x	x	x

4	CCO4100-20	Digital Storytelling	R		x	x	x	x	x			x	x	x	x	x	x	x	x
4	CCO4104-20	Creative Coding	R	x	x	x	x				x	x	x	x		x		x	x
4	CCO4006-20	Digital Visual Design	R		x	x	x	x			x		x	x	x	x		x	x
5	CPU5004-20	CodeLab II	O	x	x		x	x			x	x	x		x	x		x	x
5	CCO5010-20	Alternative & Emerging Technologies	C		x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
5	CCO5002-20	Creative Industry Challenge	C		x		x	x	x		x		x	x	x	x	x	x	x
5	CCO5003-20	Computer 3D Modelling and Visualisation	O		x	x	x				x	x	x	x	x	x		x	x
5	GDT5008-20	Indie Game Design	R/O	x	x		x	x			x		x	x	x	x	x	x	x
5	GDT5003-20	Extended Realities	R/O	x	x	x	x	x	x	x	x	x		x	x	x	x	x	x
5	CCO5102-20	Smartphone Apps	R/O	x	x	x	x	x		x	x	x		x	x	x		x	x
5	CCO5104-20	Web Dev II	R/O	x	x	x	x	x		x	x		x		x	x		x	x
5	CCO5005-20	Image, Sound and Code	O	x	x	x	x	x	x		x	x	x	x	x	x	x	x	x
5	CCO5105-20	Physical Computing	O	x		x	x	x		x	x	x				x		x	x
5	CPU5100-20	Data Visualisation	O		x	x					x	x				x		x	x
5	GDT5006-20	Playful Media	O	x		x	x		x		x			x	x	x	x	x	
5	PPY5100-120	Professional Placement Year	O		x	x										x	x	x	x
6	CCO6105-40	Creative Project	C	x	x	x	x	x		x	x			x	x	x		x	x
6	CCO6001-20	Creative Incubator	C	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x	x
6	CCO6002-20	Cyber Security	O	x				x		x	x	x			x	x	x	x	x
6	GDT6002-20	Serious Games	O	x	x	x	x	x		x		x		x	x	x		x	x
6	CCO6104-40	Commercial Games	R/O	x	x	x	x	x	x	x	x	x		x	x	x	x	x	x
6	CCO6102-40	Creative Web	R/O	x		x	x	x		x	x	x		x	x	x		x	x
6	CCO6100-20	Web Games	O	x		x	x	x		x		x				x		x	x
6	CCO6103-20	Creative AI	O	x		x	x	x		x	x	x			x	x		x	x
6	GDT6000-20	Industry Ready	O			x	x			x	x			x	x		x	x	
6	CCO6007-20	Realtime Animation and Interactivity	R/O	x			x	x		x		x		x		x		x	x

[4] C = Core; R = Required (ie required for this route); R* = Required*; O = Optional

Appendix 3: Map of Summative Assessment Tasks by Module

Level	Module Code	Module Title	Status (C,R,R*,O) [5]	Assessment method													
				Coursework						Practical					Written Examination		
				Composition	Dissertation	Essay	Journal	Portfolio	Report	Performance	Practical Project	Practical Skills	Presentation	Set exercises	Written Examination	In-class test (seen)	In-class test (unseen)
4	CCO4000-20	CodeLab I	C						1x		1x			1x			
4	CCO4007-20	Web Dev I	C						1x		1x			1x			
4	CCO4008-20	Ideation & UX Design	C					1x				1x					
4	CCO4100-20	Digital Storytelling	R					1x			1x						
4	CCO4104-20	Creative Coding	R			1x					1x						
4	CCO4006-20	Digital Visual Design	R					1x									
5	CPU5004-20	CodeLab II	O						1x		1x			1x			

5	CCO5010-20	Alternative & Emerging Technologies	C				1x	1x									
5	CCO5002-20	Creative Industry Challenge	C					1x					1x				
5	CCO5003-20	Computer 3D Modelling and Visualisation	R/O						1x		1x						
5	GDT5008-20	Indie Game Design	R/O								1x		1x				
5	GDT5003-20	Extended Realities	R/O			1x					1x						
5	CCO5102-20	Smartphone Apps	R/O					1x	1x				1x				
5	CCO5104-20	Web Dev II	R/O						1x		1x			1x			
5	CCO5005-20	Image, Sound and Code	O								2x						
5	CCO5105-20	Physical Computing	O					1x									
5	CPU5100-20	Data Visualisation	O					1x					1x				
5	GDT5006-20	Playful Media	O				1x				1x						
5	PPY5100-120	Professional Placement Year	O					1x									
6	CCO6105-40	Creative Project	C					1x	1x		1x						
6	CCO6001-20	Creative Incubator	C					1x					1x				
6	CCO6002-20	Cyber Security	R/O						2x								
6	GDT6002-20	Serious Games	R/O			1x					1x						
6	CCO6104-40	Commercial Games	R/O					1x			1x	1x					
6	CCO6102-40	Creative Web	R/O			1x			1x		1x						
6	CCO6100-20	Web Games	O			1x			1x		1x						
6	CCO6103-20	Creative AI	O					1x									
6	CCO6007-20	Realtime Animation and Interactivity	R						1x		1x						

[5] C = Core; R = Required (i.e. required for this route); R* = Required*; O = Optional