Creativity and Imagination

Module Code: FAM4001-B
Academic Year: 2018-19
Credit Rating: 20
School: Department of Media Design and Technology
Subject Area: Film and Media
FHEQ Level: FHEQ Level 4

Pre-requisites:
Co-requisites:

Contact Hours

<table>
<thead>
<tr>
<th>Type</th>
<th>Hours</th>
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<tbody>
<tr>
<td>Lectures</td>
<td>20</td>
</tr>
<tr>
<td>Tutorials</td>
<td>20</td>
</tr>
<tr>
<td>Laboratory</td>
<td>20</td>
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<tr>
<td>Directed Study</td>
<td>140</td>
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Availability Periods

<table>
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<tr>
<th>Occurrence</th>
<th>Location/Period</th>
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<tr>
<td>BDA</td>
<td>University of Bradford / Semester 1 (Sep - Jan)</td>
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Module Aims

The module is intended to foster and develop students' ability to create new ideas and to develop appropriate creative strategies for making artefacts, media production, other forms of digital media production, or for self-expression. We aim to enable students to gain a good understanding of creative practices, work-flows, etc. within their chosen discipline.

To deploy personal experience, reflection and visual languages, for the purposes of, creative expression, ideas generation, research and development, and to use key technologies to support making in student's home disciplines.

Outline Syllabus
Developing a portfolio; Working to a Brief; Developing Creativity and the Creative Process; Generating Concepts; Ideation and Conceptualisation; Imaging Technologies; Treatments, Storyboards and Sketches; Visualization, Visual Literacy and Digital Imaging, The Journal as Product and as Process; Using Personal Experience as Research Tool.

**Module Learning Outcomes**

*On successful completion of this module, students will be able to...*

1. List a range of visual techniques, tools and technologies for the purposes of creativity and ideas generation and ...
   Explain the use and function of key imaging practices as applied to your creative practice, your individual identity and to the social environment.

2. Select and apply imaging techniques into project work;
   Use editing and visual research techniques in the development of ideas and concepts
   Employ image production skills using a wide range of modalities and systems of representation.

3. Identify and review both 'process and product' in the generation of project work,
   Use concepts and abstract knowledge in practical work,
   Communicate ideas effectively in a variety of modalities, to develop portfolio work - both paper-based and online.

**Learning, Teaching and Assessment Strategy**

The module is team taught. Learning is developed through a lecture series, seminars and group activities in workshops.

A multidisciplinary approach to Learning and Teaching in the delivery of learning activities is employed for the module. Whilst assessment will be discipline specific, articulated in the assessment brief, choice in the assessment is accommodated.

Practical outputs and subsequent coursework are generated through the production of a portfolio in response to a brief set by tutors.

Whilst assessment will be discipline specific, articulated in the assessment brief, choice in the assessment is accommodated.

**Mode of Assessment**

<table>
<thead>
<tr>
<th>Type</th>
<th>Method</th>
<th>Description</th>
<th>Length</th>
<th>Weighting</th>
<th>Final Assess'</th>
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<tbody>
<tr>
<td>Summative</td>
<td>Coursework</td>
<td>A visual research and image development diary (30 page / 60 leaf sketchbook)</td>
<td>50%</td>
<td>Yes</td>
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<tr>
<td>Summative</td>
<td>Classroom</td>
<td>Practical test under exam</td>
<td>1.5 hours</td>
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Legacy Code (if applicable)
EM-0162D

Reading List
To view Reading List, please go to rebus:list.