

Course Specification

| Course Summary Information | | |
|----------------------------|---|---|
| 1 | Course Title | MA Creativity, Making and Innovation Practice |
| 2 | Course Code | PT1309 |
| 3 | Awarding Institution | Birmingham City University |
| 4 | Teaching Institution(s) (if different from point 3) | |
| 5 | Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable) | Not Applicable |

| 6 | Course Description |
|---|--|
| | <p>The MA Creativity, Making and Innovation Practice is a practice-based course that combines design-focussed thinking and experimentation to address social and business challenges. Students will work collaboratively through a challenge-based approach in an open lab environment to create prototypes. The programme takes a cross-disciplinary approach and participants will be from a broad range of creative, design, making, engineering and computing backgrounds. Applicants will need to demonstrate previous experience in one or more of the following areas:</p> <ul style="list-style-type: none"> • Creative: Artistic or practice-based creativity, especially concepts that apply technology • Design: Architecture, built environment, urban design, service design, computer games art or digital user experience • Making: Technology or traditional making, product design or engineering • Computing: Computer software development, especially in an artistic context including coding such as apps or computer games <p>Participants will work in interdisciplinary, collaborative teams, supported by lecturers, technical and enterprise specialists to develop working prototypes, service designs and business concepts.</p> <p>The MA Creativity, Making and Innovation Practice will bring opportunities for employment in innovation in areas that include; technology start-ups, the creative industries, innovation teams in global businesses and governments or NGOs.</p> |

| | | | |
|-----------|---|--------------|------------------------|
| 7 | Course Awards | | |
| 7a | Name of Final Award | Level | Credits Awarded |
| | Master of Arts Creativity, Making and Innovation Practice | Level 7 | 180 |
| | Master of Arts Creativity, Making and Innovation Practice with Professional Placement | Level 7 | 240 |
| 7b | Exit Awards and Credits Awarded | | |
| | Postgraduate Certificate Creativity, Making and Innovation Practice | Level 7 | 60 |
| | Postgraduate Diploma Creativity, Making and Innovation Practice | Level 7 | 120 |

| | | | |
|----------|---|--|--|
| 8 | Derogation from the University Regulations | | |
| | Not Applicable | | |

| | | | |
|----------|---------------------------------------|--------------------------------------|--------------------------|
| 9 | Delivery Patterns | | |
| | Mode(s) of Study | Location(s) of Study | Duration of Study |
| | Full Time | City Centre | 1 year |
| | Full Time with Professional Placement | City Centre (and placement provider) | |
| | | | Code(s) |
| | | | PT1309 |

| | |
|-----------|--|
| 10 | Entry Requirements |
| | The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ . |

| | |
|-----------|--|
| 11 | Course Learning Outcomes |
| | Knowledge and Understanding |
| 1 | Apply creative thinking in the context of innovation. |
| 2 | Evaluate user problems through applied research. |
| 3 | Apply relevant theoretical models and practice-based methodologies. |
| 4 | Propose innovation concepts that consider enterprise potential. |
| | Skills and Other Attributes |
| 5 | Apply appropriate prototyping tools and techniques. |
| 6 | Critically analyse the role of interdisciplinary teams and collaborative practice. |
| 7 | Associate the concepts of user experience and service design to innovation. |
| 8 | Understand emerging technologies and their application. |

| 12 | Course Requirements | | | | | | | | | | | | | | | | |
|-------------|---|--------------|-------------|--------------|---------|----------------------------------|----|---------|--|----|---------|----------------------------------|----|---------|---------------|----|--|
| 12a | Level 7: <i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 180 credits):</i> | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>GFA7002</td> <td>Creative Thinking for Innovation</td> <td>20</td> </tr> <tr> <td>GFA7001</td> <td>Innovation Methodologies and Problem Framing</td> <td>40</td> </tr> <tr> <td>GFA7000</td> <td>Innovation and Enterprise Skills</td> <td>60</td> </tr> <tr> <td>ADM7000</td> <td>Major Project</td> <td>60</td> </tr> </tbody> </table> | Module Code | Module Name | Credit Value | GFA7002 | Creative Thinking for Innovation | 20 | GFA7001 | Innovation Methodologies and Problem Framing | 40 | GFA7000 | Innovation and Enterprise Skills | 60 | ADM7000 | Major Project | 60 | |
| Module Code | Module Name | Credit Value | | | | | | | | | | | | | | | |
| GFA7002 | Creative Thinking for Innovation | 20 | | | | | | | | | | | | | | | |
| GFA7001 | Innovation Methodologies and Problem Framing | 40 | | | | | | | | | | | | | | | |
| GFA7000 | Innovation and Enterprise Skills | 60 | | | | | | | | | | | | | | | |
| ADM7000 | Major Project | 60 | | | | | | | | | | | | | | | |
| | Level 6: <i>In order to qualify for the award of MA Creativity, Making and Innovation Practice with Professional Placement, a student must successfully complete all of the Level 7 modules listed above as well as the following Level 6 module:</i> | | | | | | | | | | | | | | | | |
| | <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>PLA6003</td> <td>Professional Placement</td> <td>60</td> </tr> </tbody> </table> | Module Code | Module Name | Credit Value | PLA6003 | Professional Placement | 60 | | | | | | | | | | |
| Module Code | Module Name | Credit Value | | | | | | | | | | | | | | | |
| PLA6003 | Professional Placement | 60 | | | | | | | | | | | | | | | |

12b Structure Diagram
Level 7

| Year 1 | | |
|--|--|---|
| Semester 1 | Semester 2 | Semester 3 |
| <i>GFA7002: Creative Thinking for Innovation</i> (20 credits) | <i>GFA7000: Innovation and Enterprise Skills</i> (60 credits) | <i>ADM7000: Major Project</i> (60 Credits) |
| <i>GFA7001: Innovation Methodologies and Problem Framing</i> (40 credits) | | |
| Year 2 | | |
| PLA6003: Professional Placement (60 credits) | | |

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 7

Workload

17% time spent in timetabled teaching and learning activity

| Activity | Number of Hours |
|--------------------|-----------------|
| Scheduled Learning | 300 |
| Directed Learning | 1,140 |
| Private Study | 360 |
| Total Hours | 1,800 |

Balance of Assessment

| Assessment Mode | Percentage |
|-----------------|------------|
| Coursework | 100 |
| Exam | 0 |
| In-Person | 0 |