

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	Code(s)
	Full Time	City Centre	1 year	PT1309
	Full Time with Professional Placement	City Centre (and placement provider)	2 Years	PT1439

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>GFA7003</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	GFA7003	Major Project	60	
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GFA7002	Creative Thinking for Innovation	20															
GFA7001	Innovation Methodologies and Problem Framing	40															
GFA7000	Innovation and Enterprise Skills	60															
GFA7003	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>																
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PLA6003	Professional Placement	60															

12b Structure Diagram
Level 7

Year 1		
Semester 1	Semester 2	Semester 3
<i>GFA7002</i> : Creative Thinking for Innovation (20 credits)	<i>GFA7000</i> : Innovation and Enterprise Skills (60 credits)	<i>GFA7003</i> : Major Project (60 Credits)
<i>GFA7001</i> : Innovation Methodologies and Problem Framing (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