

Module code: MOD009751	Version: 1 Date Amended: 21/Mar/2024

1. Module Title

Digital Content Creation

2a. Module Leader

Tina Burton

2b. School

Cambridge School of Art

2c. Faculty

Faculty of Arts, Humanities, Education and Social Sciences

3a. Level 4

3b. Module Type

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Standard (fine graded)

a. Credits	
5	

4b. Study Hours	
150	

5. Restrictions				
Туре	Module Code	Module Name	Condition	
Pre-requisites:	None			
Co-requisites:	None			
Exclusions:	None			
Courses to which this module is restricted:				

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6a. Module Description

This module introduces content creation for the web and social media through the production of photography, video, and interactive content.

This module introduces new digital skills and software, it is designed to equip you with the technical vocabulary necessary for the description and analysis of web and social media material, and a working knowledge of industry-standard tools. You will explore a variety of methods and analyse the effectiveness of different approaches and outcomes. You will be supported via lectures, workshops, and seminars to enable you to create content for different social media platforms utilising a range of content creation software.

Having built confidence in your new skills, you will then go on to apply them by responding to projects designed to help you explore and demonstrate an understanding of effective content creation processes. These will be presented in a portfolio at the end of the trimester for assessment.

6b. Outline Content

- · Introduction to content creation tools for the web and social media platforms
- Introduction to content management systems

6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

7. Learning Outcomes (threshold standards)					
No.	Туре	On successful completion of this module the student will be expected to be able to:			
1	Knowledge and Understanding	Demonstrate awareness of relevant theories and practices of content creation in the development of practical outcomes.			
2	Intellectual, practical, affective and transferrable skills	Identify and employ a range of appropriate technologies relevant to content creation for the web and social media platforms.			
3	Intellectual, practical, affective and transferrable skills	Develop self-directed learning under supervision.			
4	Intellectual, practical, affective and transferrable skills	Demonstrate time management, teamwork and communication skills to meet project brief(s).			

8a. Module Occurrence to which this MDF Refers				
Year	Occurrence	Location	Mode of Delivery	
2025/6	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence				
Learning Activities	Hours	Learning Outcomes	Details of Duration, frequency and other comments	
Lectures	36	1-4	Lectures and workshops 3hrs x 12 weeks	
Other teacher managed learning	0	N/A	N/A	
Student managed learning	114	1-4	Use of open access computer suites and Digital Media base room; off-site location and field work; research in libraries, museums and galleries.	
TOTAL:	150			

9. Assessment for the above Module Occurrence					
Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-4	100 (%)	Fine Grade	30 (%)

Portfolio of coursework developed during the module with evidence of research and project development (equivalent to 2,000 words)

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:

(a) achieve the qualifying mark for each element of fine graded assessment as specified above(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]