Module Definition Form (MDF)

Module code: MOD011466	**Version:** 1 **Date Amended:** 26/Apr/2026

1. Module Title
Timed Based Media

2a. Module Leader
Duncan Ganley

2b. School
Cambridge School of Art

2c. Faculty
Faculty of Arts, Humanities, Education and Social Sciences

3a. Level
5

3b. Module Type
Standard (fine graded)

4a. Credits
15

4b. Study Hours
150

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:			

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

In this module you will experiment with and develop a range of creative practices that consider audience and the live experience.

Through working with a range of both digital and analogue technologies and techniques around time-based media., you will develop creative work that can be experienced in real time. Throughout the module, you will investigate different media that includes film, video, immersive installation, sound, live performance, spoken word, Augmented Reality and Virtual Reality.

You will develop your practice in our studios, workshops and editing facilities, and develop a portfolio of experimental outcomes leading to a final work that will be presented at a partner organisation as a live experience. This process will be complemented by presentation and discussion of historical and contemporary time-based media.

You will play with different practices to challenge conventional approaches to media through experimental workshops. You will be encouraged to take risks, embrace unpredictability, and reflect critically on how process and audience interaction/ experience shape meaning in your practice.

6b. Outline Content

- Talks exploring Time Based-Media relevant practitioners, their research methods, ethical consideration, outputs and impact
- Workshops exploring various forms of time-based media
- Developing and exploring creative responses to to audience experience through time based media
- Collaborative and independent learning and making
- Working with CSA Partner organisations to develop professional relationships and experience
- Project and group management for design and curation of a time-based media live event.
- Tutorials on the development of projects
- Group critiques

6c. Key Texts/Literature

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

6d. Specialist Learning Resources

3D workshops
Access to CSA partner organisations
Adobe Creative Suite
Mac Suites & Editing Facilities
Media Services including emerging interactive media
Print Room
Futures Lab
Photography Hub

7. Learning Outcomes (threshold standards)		
No.	**Type**	**On successful completion of this module the student will be expected to be able to:**
1	Knowledge and Understanding	Experiment with a range of time-based media technologies and techniques demonstrating an understanding of how each specific medium affects the final output and audience experience.
2	Knowledge and Understanding	Demonstrate a developing understanding of the practice of time-based media through research and critical enquiry.
3	Knowledge and Understanding	Work effectively in negotiating issues in relation to external institutions, and a live audience.
4	Intellectual, practical, affective and transferrable skills	Produce a final creative outcome that is ready for external presentation and successfully communicates theoretical and practical insights to a public audience and engagement.

8a. Module Occurrence to which this MDF Refers				
Year	**Occurrence**	**Period**	**Location**	**Mode of Delivery**
2026/7	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	2	1-4	2 x 1 hr lectures on the history and context of the subject area given in the first half of the module.
Other teacher managed learning	34	1-4	3 hrs per week, (minus 2 x 1 hr lectures), comprising practical workshops, discussion, reviews, tutorials and briefings
Student managed learning	114	1-4	Self-directed learning, including seminar preparation, reading and research, and assignment work.
TOTAL:	150		

9. Assessment for the above Module Occurrence

The assessment for some modules includes a presentation (see below for details on how this particular module is assessed). We recognise that presenting, especially to a large group, can cause significant anxiety or distress for some students. If this may affect you, please contact your Module Leader or the Disability and Neurodiversity Service as early as possible. We will work with you to consider appropriate reasonable adjustments. Depending on your individual needs, these might include, for example, presenting to a smaller group or presenting only to a member of academic staff.

Assessment No.	Assessment Method	Learning Outcomes	Weighting (%)	Fine Grade or Pass/Fail	Qualifying Mark (%)
010	Coursework	1-4	100 (%)	Fine Grade	30 (%)
Portfolio of outcomes (equivalent to 3000 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]