

# AMITY GLOBAL INSTITUTE

## MODULE SYLLABUS

Course	Bachelor of Science (Honours) Creating Computing Awarded by University for the Creative Arts (UK)
Module Title	Research Thesis
Module Syllabus No. (if any)	CCOM6001
Content	<p><b>What do we do?</b> You will carry out self-directed research on a subject that is related to the historical, theoretical, and critical concerns of creative coding and digital design. For your assessment, you will complete a 6,000-word thesis, which can incorporate practical work where relevant.</p> <p><b>Why do we do it?</b> Design practice requires the continual use of diverse research strategies to support its drive toward innovation within the discipline.</p> <p><b>How do we do it?</b> We build on your knowledge of research techniques from previous contextual units, encouraging you to identify and select an appropriate range of research methods, which you can then deploy and synthesise in the development of your thesis, with the support of your supervisor and unit leader. The subject of your research will relate to the specific interests that you have developed during the course. The special expertise of staff within the School of Architecture will support you in your journey.</p>
No. of Teaching Hours	8 hrs workshop; 192 hrs independent research
Teaching Methods	Lectures
Assessment Methods and Weightages	100% coursework
Skills for Maximising Learning Outcomes	Reading and Research
Dates of Examinations, Major Assessments and Assignments	See University Academic Calendar
Recommended Text	Collins, H., 2010. Creative Research. The theory and practice of research for the creative industries. Lausanne: AVA Academia.
Additional Reference Texts (if any)	<p>Mäkelä, M. and Routarinne, S., 2006. The Art of Research. Research Practices in Art and Design. Helsinki: University of Art and Design.</p> <p>Pears, R., 2008. Cite Them Right: The Essential Referencing Guide. Newcastle-upon-Tyne, Pear Tree Books.</p> <p>Rose, G., 2012. Visual Methodologies. An introduction to researching with visual materials. London: Sage. 3rd Edition.</p> <p>UCA Guide to Harvard Referencing: <a href="http://www.uca.ac.uk/library/academic-support/harvard-referencing/">http://www.uca.ac.uk/library/academic-support/harvard-referencing/</a></p> <p>UCA study Guides: <a href="http://community.ucreative.ac.uk/article/25871/Study-Guides">http://community.ucreative.ac.uk/article/25871/Study-Guides</a></p>
Additional Remarks (if any)	

No.	Learning Outcomes/Aims
1	Demonstrate a critical engagement with the histories and theories of creative coding and the related arts, technologies and human sciences as they relate to your chosen research topic
2	Plan and implement appropriately framed research according to identified research methods and data collection such as case study evidence.
3	Construct an evidence-based argument, which demonstrates an application of academic.

Note: All Information provided to Amity will be kept strictly confidential except for those required under statutory requirements and by government authorities and relevant university partners and accreditation bodies as part of the regulatory or course requirements.

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4	Construct an evidence-based argument, which demonstrates an application of professional conventions.
5	To enable students to identify focused and sustained research into an individually devised subject area relevant to the discipline of creative coding and digital design
6	To enable students to undertake focused and sustained research into an individually devised subject area relevant to the discipline of creative coding and digital design.
7	To provide an overview of how research strategies can be deployed and presented in both academic and professional settings.
8	To enable students to produce a sustained argument, supported by appropriate evidence, and demonstrating an understanding of academic conventions.

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