

AMITY GLOBAL INSTITUTE

MODULE SYLLABUS

Course	Bachelor of Science (Honours) Creating Computing Awarded by University for the Creative Arts (UK)
Module Title	Screen Space
Module Syllabus No. (if any)	CCOM4003
Content	<p>What do we do? You will work with digital displays, projections, and media surfaces and explore approaches to spatial subdivision, interaction and reactive representation. You will become familiar with specific qualities of display technologies and related software, to communicate ideas and intent.</p> <p>Why do we do it? To provide access to a core set of practical, technical, and design skills, which will relate and translate to broader skills and expertise in later projects. Screen Space offers a first real taste of how display technology can alter space or behaviour, and develops an understanding of mapping processes between 2D and 3D coordinate systems</p> <p>How do we do it? Workshops and inductions will deepen your knowledge of both the production of content for display, and the mechanisms for controlling the hardware. The unit runs in parallel with Creative Thinking, and will be supported through individual weekly tutorials, which will help you tie together the content of the focused workshops, and the broader project briefs.</p>
No. of Teaching Hours	36hours
Teaching Methods	Lectures, workshop, group presentations,
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	Ambrose, G. (2003) Basics Design 02: Layout, AVA Publishing
Additional Reference Texts (if any)	<p>Craig, J. (1990) Basic typography. Watson - Guptill Publications.</p> <p>Lidwell, W. Holden, K. Butler, J. (2010) Universal Principles of Design, Revised and Updated, Rockport</p> <p>Lynn, G. (1999) Animate Form. Princetown Architectural Press</p> <p>Pearson, M. (2011) Generative Art. Manning.</p> <p>Reas, C.E.B. and McWilliams, C. (2010) Form+Code in Design, Art, and Architecture. New York: Princeton Architectural Press.</p>
Additional Remarks (if any)	

No.	Learning Outcomes/Aims
1	Identify and make use of a range of display screen technologies.
2	Demonstrate an appreciation of the processes of working with display technology to communicate ideas and effects.
3	Apply your knowledge of 2D media production screen technology to produce appropriate project outputs.
4	Apply your knowledge of 2D media display screen technology to produce appropriate project outputs.
5	Demonstrate and appreciation of the limitations and opportunities of working with display technology to communicate ideas and effects.

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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6	To introduce a range of display screen technology as mediums for the production of visual content and effect.
7	To engage students with the technological, mathematical, and aesthetic approaches to managing and dividing screen space.
8	To embed digital skills in the production of 2D content for display technology.

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