Diploma in Creative Computing (SCQF Level 8)

QUALIFICATION SUMMARY

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1 Introduction and Summary

The EduQual Diploma in Creative Computing (SCQF Level 8) is a Qualification equivalent to a Regulated Qualifications Framework (RQF) Qualification at Level 5. It offers Learners the knowledge and skills needed to develop an understanding of the models, tools and techniques used in the field of creative computing. The Qualification has been mapped to the National Occupational Standards in computing, and Learners will be able to develop the competencies they need to enter work in this discipline.

The Qualification has been produced to conform to the requirements of the RQF.

2 Aims

The aims of this Qualification will enable Learners to:

- Apply theoretical understanding of creative computing to complex and current creative computing issues and the impact of the external environment, with a view to improving creative computing practice
- Critically reflect upon own creative computing skills and thereby allow Learners to prepare for future roles within their organisation
- Gain a critical insight into contemporary research and leading-edge practice within the field of creative computing
- Develop a lifelong learning attitude to education and training
- Develop considerable autonomy in their learning and enhance their ability to plan, implement and evaluate consultancy projects in a group context
- Demonstrate originality and enterprise in approaching complex issues relating to creative computing
- Demonstrate self-direction, initiative and autonomy in research and scholarship towards solutions to organisational problems in creative computing
- Critically evaluate proposed solutions to creative computing problems.

3 Teaching, Learning and Assessment

Teaching and learning will be undertaken using a range of face-to-face learning, whether online or through tutor directed study, lectures, seminars and tutorials. Learners will be encouraged to develop their skills in self-directed learning, which will take place outside the formal classroom environment. Formative assessments will arise through projects, case studies, research and testing wherever appropriate.

Summative assessment will be through responses to assignments enabling Learners to demonstrate their understanding of the subjects they have studied.

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4 Entry Requirements

Prospective Learners for this Qualification are expected to have:

- GCSE in English and Mathematics (Grade C or above) or equivalent
- **200** points from two subjects at GCE A-Level or equivalent

Equivalent Qualification(s) will be considered

Applications from mature Learners and those offering Qualifications other than GCE A-Levels are welcomed and will be considered on an individual basis.

Applicants for whom English is not a first language will be expected to demonstrate a certified level of proficiency of at least IELTS (International English Language Testing System) 6 or above.

In exceptional circumstances and at the discretion of the Centre, Learners who do not have any of the prescribed entry requirements may still be permitted to study for the Qualification, provided that in the Centre's judgement, the Learner has the potential to complete the Qualification successfully. Centres should consult the Access and Recruitment Section of the Qualification Specification document.

5 Recognition of Prior Learning (RPL)

RPL (sometimes referred to as APL) may be claimed by a Learner in situations where:

- The Learner has already studied SCQF-equivalent Level 7 or 8 Units that are also equivalent to the Learning Outcomes of the Units of this Qualification.
- The Learner can also produce evidence to demonstrate how each of the assessment criteria have already been met.

In such a case, those matching Units can be exempted from study, credits can be claimed, and the evidence supporting the RPL claim can be included in the Learner's portfolio of evidence when claiming the Award.

6 Progression

Holders of the EduQual Diploma in Creative Computing (SCQF Level 8) may be considered (by UK Higher Education Institutions e.g. universities) for progression, with advanced standing (academic credit), onto degree programmes.

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7 Curriculum

The **Diploma in Creative Computing (SCQF Level 8)** is composed of **2400** notional hours of learning (**240** credits).

Unit	Unit title	SCQF credits	SCQF level	Equivalent level	
				Ofqual (RQF[1])	EQF[2]
1.	Visual Design Fundamentals	20	8	5	5
2.	Creativity in Coding	20	7	4	5
3.	Introduction to Programming	20	7	4	5
4.	UX Design	20	7	4	5
5.	Web Programming	20	8	5	5
6.	Digital Media and Storytelling	20	7	4	5
7.	Mobile Apps Development	20	8	5	5
8.	Advance Programming	20	8	5	5
9.	Creative Challenges	20	7	4	5
10.	Emerging Technologies	20	7	4	5
11.	Games Engine and Scripting	20	8	5	5
12.	Responsive Web Design Development	20	8	4	5

[1] Ofqual Regulated Qualifications Framework
[2] European Qualifications Framework

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8 National Occupational Standards (NOS)

Some Units in the EduQual Diploma in Creative Computing relate to the National Occupational Standards for creative computing. For more information on how these Units relate to NOS Units in creative computing, please contact us at info@eduqual.org.uk.

9 Learning/teaching methods and strategies

The Learning Outcomes will be achieved by the use of the following learning and teaching methods and strategies:
• A variety of teaching and learning strategies, including lecture, seminar, case study and video.
• Team teaching on specific Units to foster integration between various aspects of creative computing.
• Independent and group activities (class and non-class based) through which good practice can be shared and exchanged.
• Live and simulated case studies.
• Speakers and subject specialists.
• Personal and professional self-reflection, including feedback from colleagues and superiors.
• The creation of a learning environment that fosters debate and constructive argument.
• Units which encourage Learners to assess theory and leading-edge practice, with a view to creating new concepts and practices for the future.
• Practical projects which foster originality of thought and enterprise.
• Learner Management Systems (online platforms for delivering, tracking, and managing educational courses or training programmes)

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10 Assessment Methods and Strategies

The following assessment strategies will be adopted to achieve the Learning Outcomes:
Assessments in the form of management reports with a strong practical and professional orientation to the workplace may include:
• Case studies which examine key issues within creative computing
• Group presentations which present arguments in a coherent and insightful manner
• Project work carried out and reported upon based on work experience
Formative assessment may include:
• Peer review of work between individuals and groups
• Material presented in class – either individually or as a group – where clarity of argument and evidence is supported with appropriate references
• Feedback in class situations on topics of current interest
• Evidence of breadth of research, including internet sources, where appropriate to the curriculum topics covered
Summative assessment may be by assignment which may include work such as:
• Observation of performance in the work environment
• Examining products of work, such as: ○ Individual or group presentations which coherently and concisely present analysis of Creative Computing issues ○ Examination (seen or unseen) ○ Coursework assignments (including problem solving activities, simulations, consultancy projects, individual and group reports, as well as more conventional written forms such as essays and other discursive assignments)
• Questioning the Learner
• Reflective forms of assessment (e.g. portfolios, Learner logs, and peer engagement).

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