

Module Title:	Emerging Technology		Level	6	Credit Value:	20	
Module code:	CMT605	Is this a new I module?	No		Code of mo being repla		

Cost Centre:	GACT	JACS3 code:	P301
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Trimester(s) in which to be offered:	1	With effect from:	September 16
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School: Creative Arts	Module Leader:	S. Davies
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Scheduled learning and teaching hours	48 hrs
Guided independent study	152 hrs
Placement	0 hrs
Module duration (total hours)	200 hrs

Programme(s) in which to be offered	Core	Option
BSc (Hons) Television Production and Technology	✓	

Pre-requisites	
None	

 Office use only

 Initial approval August 16

 APSC approval of modification Enter date of approval
 Version 1

 Have any derogations received SQC approval?
 Yes □ No ✓



## **Module Aims**

The module is designed to allow students to identify, critically examine and debate a range of current and social issues in television, such as the implications of new technologies on those working in the industry and those in the audience, and in so doing develop a critical awareness of the impact of current and emerging technology and production techniques. It will enable students to gain a broad general knowledge of some current research and developing areas and their application in industry. Students will consider the moral and ethical impact of these developments and be able to confidently explain and assess the value of these technologies.

## **Intended Learning Outcomes**

Key skills for employability

- KS1 Written, oral and media communication skills
- KS2 Leadership, team working and networking skills
- KS3 Opportunity, creativity and problem solving skills
- KS4 Information technology skills and digital literacy
- KS5 Information management skills
- KS6 Research skills
- KS7 Intercultural and sustainability skills
- KS8 Career management skills
- KS9 Learning to learn (managing personal and professional development, selfmanagement)
- KS10 Numeracy

At	the end of this module, students will be able to	Key Skills	
		KS6	KS7
1	Identify, critically analyse, and debate current issues in television production or television technology.	KS9	KS4
		KS1	
		KS6	KS7
2	Describe emergent technologies and production techniques at various stages of development.	KS9	KS4
		KS1	
	Devise evaluations based upon an analysis of existing and emergent technologies and production techniques.	KS6	KS7
3		KS9	KS4
	-	KS1	
	Make informed judgements regarding the directions taken by various aspects of television in the short, medium and long	KS6	KS7
4		KS9	KS4
	term future.	KS1	



#### Transferable/key skills and other attributes

Problem solving, IT skills,

## Derogations

None

## Assessment:

Students will normally work in small groups. Students will select a range of appropriate technologies in the field and produce infomercial/mini-documentary piece detailing, evaluating and contrasting technologies. As part of the development process, each group will be expected to hold a seminar for other students on the module. (20mins + 10 mins for question and discussion).

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1 - 4	Coursework	100%		20 mins + 10mins max

#### Learning and Teaching Strategies:

Module content is delivered primarily through a series of key, guest lectures and a studentled seminar programme. These will be supported by key workshops and/or master classes, where appropriate. Industrial contacts will be used wherever possible to contribute to the guest lecture series.

Use of the University's VLE is made to encourage dialogue and discussion between students, using the online forum. The VLE will also be used to ensure that up-to-date information can be provided to students' year-on-year and ensures that reading lists and other sources are up-to-date.

## Syllabus outline:

The module is largely student-led and focuses upon contemporary developments in the field. The purpose of the module is to provide students with knowledge and understanding of emerging and future developments in the field of television. The syllabus will be reviews regularly, therefore the following should be treated as indicative and not a rigid schedule of content:

Digital new media for entertainment. High Definition Formats. Automation and assistive technology for production. Mixed, augmented and virtual reality systems for entertainment. Data compression techniques. New genres of entertainment technology.

Interactive television and broadcasting.



On-demand services. Media server technology. Editing techniques. Interactive art and entertainment. IPTV & Mobile TV 3D TV Immersive sound/ wave-field/ ambisonics.

# **Bibliography:**

## **Essential reading**

Lugmayr, A. Niiranen, S. & Kalli, S. (2011) Digital Interactive TV and Metadata; Future Broadcast Multimedia. Springer, NY, USA.

Simson, W. (2008) Video Over IP: IPTV Internet Video, H.264, P2P, Web TV, and Streaming: A complete Guide to Understanding the Technology, 2<sup>nd</sup> Ed. Focal Press.

# Other indicative reading

NA