Programme Description Document

Programme Title	Creative Computing (UoSD) (2026-27)
Programme Code	9732
Award Title	Bachelor of Science with Honours (BSc (Hons))
Awarding Body	University of Southampton
Teaching Institution	University of Southampton
Regulated by	Office for Students
Accreditation	None
Regulations	The Regulations of the University can be found on the University's Governance Webpages: https://www.southampton.ac.uk/about/governance/regulations-policies
Location of study	Delhi Campus
Length of the programme	3 Years
Tuition Fees	Fees for students can be located on the programme information pages. https://www.southampton.ac.uk/in/courses

Programme Overview

The Creative Computing programme sits at the intersection of creative art and design practice and new technologies. You will take an exploratory and experimental approach to the design and implementation of immersive and engaging experiences and applications. The programme aims to develop your creative, technical and intellectual strengths in design and systems thinking. You will work with industry standard computing technology and a wide range of workshops and facilities for the construction of digital projects that go beyond the screen. These include robotics, e-textiles, electronic sensors, XR and 3D printing. These include sculpture and fabrication, textiles, and 3D printing. Specialist staff support your creative, practical and critical projects. Your engagement with industries, users and activities beyond the university is encouraged and supported throughout the programme.

The programme encourages a philosophical and ethical engagement with contemporary technology and systems throughout. You will research the aesthetic, sustainable and political dimensions of computer media formats, networks, social media, digital games and open source and activist initiatives.

Learning on BSc Creative Computing is student-centred and project-led. The programme focuses on your development as an individual, helping you to identify and pursue your own strengths and aptitudes in technical and creative work, and supporting your professional development and ambitions. UoS graduates have a strong record of employability and are prepared for the needs of the industry upon graduation. Some

BSc Creative Computing students will graduate with industry-ready programming skills, others will have focused on user experience design, physical fabrication or project management. All will have extensive experience in team production and hence of working within and towards computational-based projects. All will have solid computational cognitive and practical skills (QAA Subject Benchmarks for Computing 2022).

Your contact hours will vary depending on your module/option choices. Full information about contact hours is provided in individual module profiles.

The BSc (Hons) Creative Computing programme will organise optional study trips to visit museums, galleries, and industry events. Additional study trips may be arranged as part of your learning experience, these are optional and reasonable adjustments will be made for students with special needs. You will normally be expected to cover the cost of travel and admission, unless otherwise specified in the module profile.

Industry facing projects and links are offered across the three-year programme and will provide you with opportunities to engage with prestigious partners. There will be regular talks and presentations by visiting speakers from industry and the arts.

Aims of the Programme

The BSc (Hons) Creative Computing programme offers you a welcoming, supportive and student focused environment in which to study creative computing through coding, user experience design, making and research. The programme is designed to offer a range of choices and flexibility of learning. It supports career-focused study that will provide you with understanding and skills applicable to future practice and employment in a wide range of industries.

The aims of the programme are to:

- Develop and reflect on the application of computing and related technologies to creative production
- Promote research skills, critical thinking and expression
- Develop digital and technological literacies and specialist technical skills
- Develop creative practice through aesthetic and technical experimentation
- Identify, evaluate and reflect on contemporary and historical industrial, theoretical and cultural contexts for creative computing
- Provide you with advanced communication skills, in a range of formats
- Enable teamwork and interdisciplinary collaboration to address social and global challenges
- Promote professional skills to facilitate employment and further study
- Promote collaboration, ethical and social engagement

Programme Structure

The tables below provide a list of the modules that make up your programme.

Each module is worth a specified number of credits: you can take a combination of core and compulsory modules enabling you to cover key subject knowledge. Some programmes have option modules which enable you to develop your own interests.

Each level of your programme requires a certain number of credits. The number of option modules you can take depends on the number of core modules at a given level and this is also influenced by the requirements

of the regulatory requirements for professionally accredited programmes. Some programmes also have pre and co-requisites, and these are included in individual module information.

Your learning will be led by the latest research, and modules can change periodically to reflect developments in the discipline.

If we have insufficient numbers of students interested in an option module, it may not be offered. If an option module will not be run, we will advise you as soon as possible and help you choose an alternative module.

The core and compulsory modules available on your programme are as follows:

Part I

In Part 1 you will be introduced to principles of programming for creative technological applications. These might include visual coding, introductory robotics and AI, augmented reality, sensors, wearable and pervasive computing. You will test out these skills in experiments, prototypes and critical reflection. You will also be introduced to relevant histories, theories and contemporary contexts of computing, AI, robotics and networked culture. You will respond to these through written work and media production. Your learning will be supported by lectures, seminars, workshops and optional study trips.

Part I Core Modules

The following modules are Core:

Code	Module Title	ECTS	Type
ARTD1139	Algorithmic Thinking & Methods	15	Core
ARTD1137	Pervasive Media Exploration	15	Core

Part I Compulsory Modules

The following modules are Compulsory:

Code	Module Title	ECTS	Type
ARTD1138	Introduction to Digital Culture	15	Compulsory
ARTD1136	Creative Computing I: introduction to programming	15	Compulsory

Part II

Workshops and lectures in Part 2 will help you build on your technical skills to support the development of sustained projects driven by your own interests. These projects will engage with user experience research and interactive systems for commercial, entertainment, or activist assignments. Through the Collaborate module in Part 2 you will have the opportunity to broaden your knowledge and critical understanding of the creative industries, contexts for creative production including sustainability, and gain employability related skills.

Part II Core Modules

The following modules are Core

Code	Module Title	ECTS	Type
ARTD2143	Creative Industries	15	Core
ARTD2144	Interactivity & Play	15	Core

Part II Compulsory Modules

The following modules are Compulsory

Code	Module Title	ECTS	Type
ARTD2145	Collaborate (Creative Computing)	15	Compulsory
ARTD2157	Creative Computing II: applied programming	15	Compulsory

Part III

In this Part you will develop a major project to explore your creative insights and technical skills in depth and in relation to issues, ideas and contexts of interest to you. You will work more independently, though technical support will be provided throughout, responding to your project demands. You will research an area of industry that correlates with your own interests and career ambitions. You will have the opportunity to exhibit your work at internal and external events, and to research and reflect on your professional development and career ambitions.

The curriculum content and context will be explicitly developed with reference to and in dialogue with the diversity of student backgrounds. Issues of equality, diversity and inclusion (EDI) and equity and belonging will be embedded across the whole programme. Equality Analysis is an important aspect of technical and creative practice for diverse audiences and environments

Part III Core Modules

The following modules are Core:

Code	Module Title	ECTS	Type
ARTD3097	Prototyping, Presentation & Evaluation	15	Core
ARTD3100	Final Project 2	15	Core
ARTD3099	Final Project 1	15	Core
ARTD3098	Experimental Practice & Research	7.5	Core

Part III Compulsory Modules

The following module is Compulsory:

Code	Module Title	ECTS	Type
ARTD3105	Professional Planning (Creative Computing)	7.5	Compulsory

Learning and Teaching

Your overall workload consists of class contact hours, independent learning, and assessment activity, with each ECTS credit taken equivalent to 20 hours of student effort.

When not attending lectures, seminars and other timetabled sessions you will be expected to continue learning independently through self-study. Typically, this will involve reading journal articles and books, working on individual and group projects, undertaking research in the library, preparing coursework assignments and presentations, and for other types of assessments and examinations.

How we'll assess you

Summative assessment(s) usually take place at the end of each module, although some may have interim assessments throughout. Assessment methods might include written examinations and a range of coursework assessments such as essays, reports, portfolios, performance, presentations and projects for example. The marks from summative assessments count towards your module mark.

Each module normally contains at least one piece of practice or formative assessment for which you receive feedback. Formative assessments are developmental and any results do not count towards your module mark, but they are an important part of your learning.

Staff involved in delivering the different elements of the programme

You will be taught by an experienced teaching team whose expertise and knowledge are closely matched to the content of the modules on your programme. The team includes senior academics, professional practitioners, specialists with industry experience, demonstrators and technical officers.

Postgraduate research students who have undertaken appropriate training may also contribute to the teaching of seminars if their research specialism is directly related to the topic of the module and may also be involved in practical classes, project work and field trips. All contributions will be carried out under the supervision of the module leader.

Fees

What your fees pay for

Your tuition fees pay for the full cost of tuition and standard exams.

Extra costs you may experience

Accommodation and living costs, such as travel and food, are not included in your tuition fees. There may also be extra costs for retake and professional exams.

Depending on the nature of your programme, you may be able to choose modules which may have additional costs, such as field studies, travel overseas or industrial placements which will change the overall cost of your programme. Details of these costs can be found in module information.

The following programme-related costs are not included in your fees:

Type	Details
Calculators	Where a calculator is required, all Casio Calculators are allowed but they must be Non-Programmable, Scientific models. More information is available in the Examination Regulations https://www.southampton.ac.uk/studentadmin/assessment/assess-overview/exam-regulations.page

Stationery	You will be expected to provide your own day-to-day stationery items, e.g. pens, pencils, notebooks, etc. Any specialist stationery items that you may need will be specified in the relevant module profile.
Textbooks	Where a module specifies essential texts, the Library will identify the optimal option(s) to support the module via the programme Reading List. This may include e-books (ideally with unlimited concurrent usage) or a digitised chapter extract, supported by a limited number of print books (where available). You may prefer to buy your own copies for high demand titles.
Printing	In most cases, written coursework such as essays and projects are submitted online. However it may be necessary to submit a hard copy of some projects, business projects and dissertations. The costs of printing a hard copy for submission of such work will be your responsibility. You will also have to cover the cost of photocopying.
Art Equipment and Materials: Drawing paper; painting materials; sketchbooks	Some protective equipment as well as art/design material is supplied by the University. Students will work with various materials as suited to their individual projects. These materials will be sourced and purchased by the students themselves.
Computer discs or USB drives	You will need to equip yourself with a digital storage device. A 1 TB external hard drive should be adequate and can be purchased
Hardware	Some of the work you produce on the course will use digital technology. Necessary hardware is provided centrally but at times you may find it advantageous to purchase you own hardware. Should you choose to do this the University will provide guidance in purchasing this equipment at a reasonable price.
Optional Visits (e.g. museums, galleries)	Some modules may include optional visits to museums, galleries, etc. You will normally be expected to cover the cost of travel and admission, unless otherwise specified in the module profile.

Bursaries, scholarships and other funding

We award scholarships and grants for academic excellence, or to students from underrepresented backgrounds.

Academic support

The Student Hub is your first point of contact when it comes to seeking support. The team will answer your questions or concerns about your wellbeing, fees and funding, accommodation and visas. The team will help make sure you receive the support you need, guiding you to further support services where required.

One of the most important people you will meet while you are a student at University of Southampton Delhi is your Personal Academic Tutor, who will be allocated to you for your arrival at the University and who is normally a member of academic staff in your own or a closely related subject area. Your Personal Academic Tutor will offer one-to-one support and advice throughout your time at the University and will support you in your studies or with other issues you may have. You can find out more via our webpages:

https://www.southampton.ac.uk/studentadmin/academic-support-guidance/personal-tutor.page

Disclaimer

As a research-led University, we undertake a continuous review of our programmes to ensure quality enhancement and to manage our resources. As a result, this programme may be revised during a student's period of registration; however, any revision will be balanced against the requirement that the student should receive the educational service expected. Please read our Disclaimer to see why, when and how changes may be made to a student's programme.