



**UNIVERSITY OF
PORTSMOUTH**

COURSE SPECIFICATION

BA/BSc (Hons) Creative Computing

COURSE SPECIFICATION

Course Title	BA/BSc (Hons) Creative Computing
Final Award	BA (Hons), BSc (Hons)
Exit Awards	CertHE, DipHE, BA, BSc
Course Code / UCAS code (if applicable)	U3534FTC / U3534PYC / W952 U3535FTC / U3535PYC / W953
Mode of study	Full time
Mode of delivery	Campus
Normal length of course	3 years, 4 years with placement
Cohort(s) to which this course specification applies	from September 2026 intake onwards
Awarding Body	University of Portsmouth
Teaching Institution	University of Portsmouth
Faculty	Creative and Cultural Industries
School/Department/Subject Group	School of Film, Media, and Creative Technologies
School/Department/Subject Group webpage	https://www.port.ac.uk/about-us/structure-and-governance/organisational-structure/faculty-of-creative-and-cultural-industries/school-of-film-media-and-creative-technologies
Course webpage including entry criteria	https://www.port.ac.uk/study/courses/undergraduate/ba-bsc-hons-creative-computing
Professional and/or Statutory Regulatory Body accreditations	N/A
Office for Students Conditions of Registration	https://www.officeforstudents.org.uk/for-providers/registering-with-the-ofs/registration-with-the-ofs-a-guide/conditions-of-registration/
Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level	Level 6

This course specification provides a summary of the main features of the course, identifies the aims and learning outcomes of the course, the teaching, learning and assessment methods used by teaching staff, and the reference points used to inform the curriculum.

This information is therefore useful to potential students to help them choose the right course of study, to current students on the course and to staff teaching and administering the course.

Further detailed information on the individual modules within the course may be found in the relevant module descriptors and the Course Handbook provided to students on enrolment.

Please refer to the [Course and Module Catalogue](#) for further information on the course structure and modules.

Educational aims of the course

This Creative Computing programme aims to equip students with a critical and reflective knowledge and understanding of their subject and the appropriate skills to enter the creative industries in various thematic areas, including generative art/sound, web, games design/programming, HCI, Virtual Reality, Augmented Reality, sound production, software design/development, mobile apps, and practice-based research.

Students will follow a curriculum balanced between the development of skills in programming, web design, use of hardware, graphical media, application development, manipulation of algorithms and mental resilience.

In addition, and more generally, the course aims to:

- Provide a challenging, stimulating and supportive study environment where students can learn how to connect technical skills, theoretical understanding and creative practice.
- Provide a framework whereby individual study paths may be forged based on choice from a range of options.
- To equip students with the necessary transferable skills for lifelong learning, employability and flexibility in the context of changing global labour markets.
- Accommodate student needs in relation to maximising their career potential by enabling them to develop knowledge, understanding and skills in their chosen subject area.
- Promote career aspirations by including study topics on general professional practice and study skills.

Course Learning Outcomes and Learning, Teaching and Assessment Strategies

The [Quality Assurance Agency for Higher Education \(QAA\)](#) sets out a national framework of qualification levels, and the associated standards of achievement are found in their [Framework for Higher Education Qualifications](#) document.

[Office for Students Conditions of Registration](#)

The Course Learning Outcomes for this course are outlined in the tables below.

A. Knowledge and understanding of:			
LO number	Learning outcome	Learning and Teaching methods	Assessment methods
A1	Essential concepts, principles and practices of Creative Computing in the context of loosely defined scenarios, showing effective judgement in the selection and use of tools and techniques (Computing)	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Set exercise (coursework) Formative assessment
A2	The creative practitioner's relationship with audiences, clients, markets, environments, users, consumers, participants, co-workers and co-creators within a professional environment (Art and Design)	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Written assignment including essay Portfolio Project Output (other than dissertation) Set exercise (coursework) Formative assessment
A3	The main areas of the body of knowledge within their course of study, with an ability to exercise critical judgement regarding the global employability, academic and innovation opportunities it affords (Computing).	Lecture Seminar Project Supervision Practical Classes and Workshops	Written assignment including essay Set exercise (coursework) Formative assessment
A4	Appropriate practices within a professional, legal and ethical framework and identify mechanisms for continuing professional development and lifelong learning (Computing, Art and Design).	Lecture Seminar Project Supervision	Written assignment including essay Report Project Output (other than dissertation) Formative assessment
A5	The critical, contextual, historical, conceptual, economic, social environmental and ethical dimensions of the student's discipline (Art and Design)	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Written assignment including essay Report Portfolio Project Output (other than dissertation) Set exercise (coursework) Formative assessment

B. Cognitive (Intellectual or Thinking) skills, able to:			
LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Appreciate the potential for Creative Computing presented by the key developments of current and emerging media and technologies, and of inter and multi-disciplinary approaches to contemporary practice (Art and Design)	Lecture Seminar Tutorial Project Supervision	Portfolio Dissertation Project Output (other than dissertation) Set exercise (coursework) Formative assessment
B2	Show problem-solving and evaluation skills, draw upon supporting evidence and demonstrate a good understanding of the need for a high-quality solution (Computing)	Lecture Seminar Tutorial Project Supervision	Report Portfolio Dissertation Project Output (other than dissertation) Formative assessment
B3	Reflect on personal strengths and weaknesses in the contexts of employability, creativity and personal wellbeing. (Computing)	Lecture Seminar Tutorial Project Supervision Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Written assignment including essay Dissertation Portfolio Project Output (other than dissertation) Formative assessment

C. Practical (Professional or Subject) skills, able to:			
LO number	Learning outcome	Learning and Teaching methods	Assessment methods
C1	Deploy appropriate theory and select and make use of processes, technologies and environments showing understanding of quality in design, implementation and evaluation (Computing, Art and Design).	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Portfolio Project Output (other than dissertation) Set exercise (coursework) Formative assessment
C2	Evaluate systems and show judgement and self-critique in the development of ideas through to outcomes. (Computing, Art and Design)	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Portfolio Project Output (other than dissertation) Set exercise (coursework) Formative assessment
C3	Manage and make appropriate use of the interaction between intention, process, outcome, context, and the methods of dissemination (Art and Design)	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Report Portfolio Project Output (other than dissertation) Set exercise (coursework) Formative assessment
C4	Employ computational thinking together with convergent and divergent thinking in the processes of observation, investigation, speculative enquiry, visualisation and/or making (Computing, Art and Design)	Lecture Seminar Project Supervision Demonstration Practical Classes and Workshops Supervised Time in Studio/Workshop	Written assignment including essay Report Portfolio Project Output (other than dissertation) Set exercise (coursework) Formative assessment

D. Transferrable (Graduate and Employability) skills, able to:			
LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	Gather, synthesise and evaluate evidence, including the ability to quote from and acknowledge written sources.	Lecture Tutorial Project Supervision	Written assignment including essay Report Dissertation Formative assessment
D2	Self-management: self-awareness and reflection; goal setting and action planning; independence and adaptability; acting on initiative; innovation and creativity. (Computing)	Lecture Tutorial Project Supervision	Written assignment including essay Report Dissertation Formative assessment
D3	Demonstrate generic skills with an ability to show organised work both as an individual and as a team member and with minimum guidance (Computing)		
D4	Generate ideas, concepts, proposals, solutions or arguments independently and/or collaboratively as self-initiated activity and/or in response to set briefs, agree targets and plan how these will be met, reviewing the progress of one's own learning and agree actions for improvement (Art and Design)	Lecture Tutorial Project Supervision	Report Dissertation Portfolio Project Output (other than dissertation) Formative assessment
D5	Present work and achievements according to convention in order to demonstrate industry and practitioner awareness.		

Academic Regulations

The current University of Portsmouth [Academic Regulations: Examination & Assessment Regulations](#) will apply to this course. Approved course exemptions can be found [here](#).

Support for Student Learning

The University of Portsmouth provides a comprehensive range of support services for students throughout their course, details of which are available at the [MyPort](#) student portal.

In addition to these University support services, this course also provides:

CCI Creative Skills: One-to-one support sessions and group tutorials in creative technology, software and skills relevant to CCI courses and future careers.

CCI Academic Skills: To support learning strategies and techniques through one-to-one tutorials or group workshops.

CCI Student Success Advisors: Each student is individually allocated a dedicated Student Support Advisor who provides personalised pastoral and practical support throughout their studies.

Specialist equipment and facilities relevant to the course.

Evaluation and Enhancement of Standards and Quality in Learning and Teaching

The University of Portsmouth undertakes comprehensive monitoring, review and evaluation of courses within clearly assigned staff responsibilities. Student feedback is a key feature in these evaluations, as represented in our [Policy for Listening to and Responding to the Student Voice](#) where you can also find further information.

Reference Points

The course and outcomes have been developed taking account of:

- [University of Portsmouth Connected Curriculum](#)
- [University of Portsmouth Vision](#)
- [Office for Students Conditions of Registration](#)
- [University of Portsmouth Code of Practice for Work-based and Placement Learning](#)
- [Quality Assurance Agency UK Quality Code for Higher Education](#)
- [Quality Assurance Agency Qualification Characteristic Statements](#)
- [Quality Assurance Agency Subject Benchmark Statement](#) for **Computing; Art and Design**
- [Quality Assurance Agency Framework for Higher Education Qualifications](#)
- Requirements of Professional and/or Statutory Regulatory Bodies: **N/A**
- Vocational and professional experience, scholarship and research expertise of the University of Portsmouth's academic members of staff
- National Occupational Standards

Changes to your course/modules

The University of Portsmouth has checked the information provided in this Course Specification and will endeavour to deliver this course in keeping with this Course Specification. However, changes to the course may sometimes be required arising from annual monitoring, student feedback, and the review and update of modules and courses.

Where this activity leads to significant changes to modules and courses there will be prior consultation with students and others, wherever possible, and the University of Portsmouth will take all reasonable steps to minimise disruption to students.

It is also possible that the University of Portsmouth may not be able to offer a module or course for reasons outside of its control, for example, due to the absence of a member of staff or low student registration numbers. Where this is the case, the University of Portsmouth will endeavour to inform applicants and students as soon as possible, and where appropriate, will facilitate the transfer of affected students to another suitable course.

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