Form 20 **Heriot-Watt University - Module Descriptor Template (RAY)** Version 3.0 (2007/2008)

Module Title	**Interactive Systems**	**School**	**Mathematical and Computer Sciences**					**On or Off-Campus**	**On-campus**
Module Co-ordinator	**Helen Ashton**	**SCQF Level**	**7**	**Module Code**	**F27IS**	**Semester**	**1**	**Credits**	**15**

1. Pre-requisites	None		
2. Linked Modules (specify if synoptic)			
3. Excluded Modules			
4. Replacement Module	**Code:** **Date Of Replacement:**	**5. Availability as an Elective**	**Yes** √ **No**
6. Degrees for which this is a core module	Mandatory module for BSc Information Systems, BSc Computer Science, F2M1 MEng Software Engineering		

7. Aims

To give students an opportunity to explore current technological media and creative approaches.

8. Syllabus

- Basic comparison and evaluation of designs and prototypes
- Reflecting on one's own learning and progress
- Development of Interactive Systems, for example
  - Web site development: page layout, navigation, graphics, animation/interaction
  - Game development using a current game authoring tool: level design, storyline, game mechanics

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9. Learning Outcomes (HWU Core Skills: Employability and Professional Career Readiness)

Subject Mastery

Understanding, Knowledge and Cognitive Skills ***Scholarship, Enquiry and Research (Research-Informed Learning)***

- To give students experience of designing and developing an interactive system.
- To give students experience of evaluating and critiquing interactive systems.

Personal Abilities

Industrial, Commercial & Professional Practice ***Autonomy, Accountability & Working with Others*** ***Communication, Numeracy & ICT***

- To gain an awareness of the benefits and pitfalls of different approaches to multimedia project work
- To raise awareness of the legal and ethical responsibilities within the discipline
- To appreciate and enjoy the challenges of creative work (PDP)
- To take responsibility for one's own learning and managing workload (PDP)
- For students to appreciate their own strengths and weaknesses, and what is possible within time constraints (PDP)
- To develop skills in written, oral and media based communication (PDP)
- To present solutions to design challenges in the subject area (PDP)
- To develop experience and skills in giving and receiving constructive criticism (PDP)

10. Assessment Methods

Method	Duration of Exam (if applicable)	Weighting (%)	Synoptic modules?
Coursework		**100%**	

11. Re-assessment Methods

Method	Duration of Exam (if applicable)
Coursework	

12. Date and Version

Date of Proposal	October 2007	**Date of Approval by School Committee**	12 December 2007	**Date of Implementation**	September 2008	**Version Number**	1