MODULE **DESCRIPTOR**

MODULE TITLE	CODE FOR DESIGN		
MODULE CODE	TE2801	**CREDIT VALUE**	20 CREDITS / 10 ECTS
CAMPUS	UCLAN CYPRUS		
SCHOOL	SCHOOL OF SCIENCE		

MODULE **AIMS**

- To introduce relevant concepts of programming and the principles of code design.
- To encourage innovation and creativity in code generated visual designs.
- To provide opportunities for students to become proficient in writing high quality code.
- To develop collaborative digital team working skills

MODULE **CONTENT**

Students will receive an introduction followed by practical hands-on experience of the following:

- Pseudocode & Prototype planning
- The Command Line Interface (CLI) tools for team working and communication
- Software Development Kits (SDK), Libraries and Integrated Development Environments (IDE)
- Creating web based visual outputs using code rather than software GUI tools.

Code base visual tools, apis and techniques will be used to develop the required skills to create code for design-based projects along with the data that drives them.

Visual design and creativity are core to the module where students will come up with both practical and aesthetically interesting solutions to a variety of real-world briefs. Outputs will be from the field of data visualisation and data art, where real-world data from a variety of sources, student generated and publicly available, will be used to create useful visual communications with the target audience.

They will use the development environments to enhance their professional practice within the development discipline to enhance their employability professional code development teams.

Students will be encouraged to build a portfolio of code examples in each of the scenarios and techniques covered to build their understanding and competencies to enable them to create more sophisticated code-based solution and engage in creative problem solving

INTENDED **LEARNING OUTCOMES**

On successful completion of this module a student will be able to:	
1.	Analyse, apply and evaluate relevant coding tools, techniques and constructs for visual web-based outputs.
2.	Formulate creative responses to abstract visual date driven problems and critically evaluate them
3.	Demonstrate effective working methodologies and communication skills in developing both creative visual solutions and demonstrating them to relevant stakeholders.

TEACHING **METHODS**

This module will apply a blended learning approach where students will be taught key concepts and practical methods in a studio environment and directed to online resources to continue and develop their practice and understanding of the current topic at their own pace. Strategies to support this approach will include; the careful selection/curation of online resources, pairing/grouping students for mutual support and the provision of a forum/blog for online mentoring.

Visual studies and outputs will be created in conjunction with a variety of external stakeholders

ASSESSMENT **METHODS**

This module is assessed through a technique portfolio and a visualisation project.