



Trinity College Dublin

Coláiste na Tríonóide, Baile Átha Cliath

The University of Dublin

Creativity and Technology

Module co-ordinators	Dr Jimmy Eadie and Dr Ann Cleare
What will you learn from this elective	<ol style="list-style-type: none">1. Understand how the complex relationships between artists and technology shape contemporary creative practices around the globe.2. Use the workflows, digital tools, and practical skills needed to produce high-quality audio-visual content.3. Apply a collaborative, practice-based research methodology enabling the learner to think critically, creatively, and independently.
Student Workload	<p>Contact hours: Lectures and class discussion: 11 hours. Online Pre-recorded Video Tutorials: 11 Hours.</p> <p>Self-directed: Project Work & Field Work (Sound & video Recording): 30 Hours. Course Readings: 25 hours. Skills acquisition & development (Competent use of media production software Mastering Tools & Techniques): 35 hours. Total student workload: 112 hours.</p>
Assessment Components	<p>Summative Assessment: Online personal Journal (20%). Online multiple-choice questionnaire (20%). Multimedia Documentary Group Project (60%)</p> <p>Formative Assessment: Formative assessment will take place within the module forum Q&A will take place within the forum.</p>
Indicative Reading List	<ol style="list-style-type: none">1. Packer, R. and Jordan, K. (ed). 2001. <i>Multimedia: from Wagner to Virtual Reality</i>. New York, London: Norton.2. Grau, O. 2003. <i>Virtual Art: From Illusion to Immersion</i>. Cambridge, Mass.: MIT Press,3. Richard James Burgess. 2014. <i>The History of Music Production</i>, Oxford University Press. New York.4. Costello, V. (2012). <i>Multimedia Foundations: core concepts for digital design</i>. Waltham, MA.



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Learning Outcomes

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3. Apply a collaborative, practice-based research methodology enabling the learner to think critically, creatively, and independently.