



HNC / HND / BA COMPUTER GAMES DESIGN

BA ANIMATION & VFX

Module Scheme of Work

Module:		Contemporary Challenges: Making A Difference	
Level:		4	
Semester:		2	
Academic Session:		2022-23	
Week	Date	Session 1: Mondays 10am-12pm / Tutor: Rich Morgan	Session 2: Thursdays 9am-11am / Tutor: Rich Morgan
Week 1	30/01/2023	Intro to Module and Assessment Brief 1 Unit 1, Topic 1: An inconvenient Truth	Unit 1, Topic 2: Blindspotting
Week 2	06/02/2023	Unit 1, Topic 3: Health , Wealth & Happiness	Unit 1, Topic 4: Rise Of The Machines
Week 3	13/02/2023	Reflection on Unit 1 / Coursework Workshop	Unit 3, Topic 1: Introducing Design Thinking
Week 4	20/02/2023	Unit 3, Topic 2: Investigating A Problem	Unit 3, Topic 3: Generating Solutions
Week 5	27/02/2023	Reflection on Unit 3 / Coursework Workshop	Assessment Hand-In
Week 6	06/03/2023	Reading Week / Mid Assessment Point	
Week 7	13/03/2023	Intro to Assessment Brief 2 Formation of Groups for Assessment 2	Unit 2, Topic 1: Bursting The Bubble
Week 8	20/03/2023	Unit 2, Topic 2: Why Are We Yelling?	Reflection on Topic 2 / Coursework Workshop
Week 9	27/03/2023	Unit 2, Topic 3: Getting to Yes	Reflection on Topic 3 / Coursework Workshop
Holidays - Start: 03/04/2023 End: 21/04/2023			
Week 10	24/04/2023	Unit 2, Topic 4: The Red Pill or the Blue Pill?	Reflection on Topic 4 / Coursework Workshop
Week 11	01/05/2023	Coursework Workshop	Assessment Hand-In
Week 12	08/05/2023	Semester 1 Assessment / Exam Period	