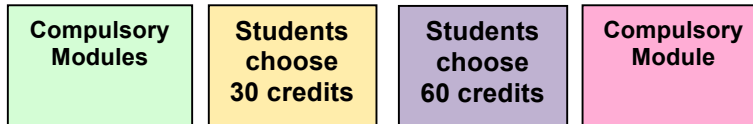


Masters in Creative Technologies 2011-12

Institute of Creative Technologies

De Montfort University

The programme consists of the following modules:



Subject Areas	Module Title	Code	Nature	Credits
Research Methods	Research Methods for Creative Projects	IOCT 5007	Compulsory	15
	Research in Practice	IOCT 5006	Compulsory	15
Technology Students to choose 30 credits	Applied Computational Intelligence	COMP 5234	Optional	15
	Evolutionary Computing	COMP 5232	Optional	15
	Interactive Media and Applications	ENGT 5124	Optional	15
	Computer Aided Design	ENGT 5131	Optional	15
	Rapid Prototyping	ENGT 5132	Optional	15
	Reverse Engineering	ENGT 5230	Optional	15
	Fused Media Programming	ENGT 5233	Optional	15
	Virtual Prototyping	ENGT 5240	Optional	15
	Video Production	ENGT5122	Optional	15
	Audio Production	ENGT5123	Optional	15
	Dynamics of Creativity and Entrepreneurship	ENGT5262	Optional	15
	Game Architecture, Design and Development	IMAT5163	Optional	30
	Computer Games Programming	IMAT5164	Optional	30
	Mathematical Modelling and Artificial Intelligence	IMAT5165	Optional	30
	Audio Programming and Tool Creation	IMAT5263	Optional	30
Art, Design and Humanities and Health and Life Sciences Students to choose 60 credits	Creative Writing and New Media	IOCT 5005	Optional	30
	Digital Cultures	IOCT 5003	Optional	30
	Performance Technologies	IOCT 5004	Optional	30
	Advances in Modern Lens Based Media	HOLO5001	Optional	15
	Creative Digital Media Design	MADI 5104	Optional	15
	Marketing for the Creative Entrepreneur	MADE 5002	Optional	15
	Critical Perspectives in Design Management	MADE 5003	Optional	15
	Business Planning for the Creative Entrepreneur	MADE5005	Optional	15
	The Nature of Creativity	MADE 5010	Optional	15
	Approaches to the Study of Well-Being	PSYC5401	Optional	15
	Well-Being Through the Lifespan	PSYC5402	Optional	15
	Lifestyle, Wellness and Well-Being	PSYC5403	Optional	15
	Major Project	IOCT5000	Compulsory	60