Template C4

Kingston University London

Programme Specification

Title of Course: *BSc (Hons) Multimedia Technology top-up*

Date first produced	01/03/2019
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Version number	10
Faculty	Faculty of Engineering, Computing and the Environment
Cross-disciplinary	
School	School of Computer Science and Mathematics
Department	Department of Computer Science
Delivery Institution	ESOFT

This Programme Specification is designed for prospective students, current students, academic staff and employers. It provides a concise summary of the main features of the programme and the intended learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if they take full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes and content of each modules can be found in the course VLE site and in individual Module Descriptors.

SECTION 1: GENERAL INFORMATION

Award(s) and Title(s):	BSc (Hons) Multimedia Technology top-up
Exit Award(s) and Title(s):	BSc Multimedia Technology
Course Code *For each pathway and mode of delivery*	
UCAS code *For each pathway*	N/A

Awarding Institution:	Kingston University
Teaching Institution:	ESOFT
Location:	ESOFT Metro Campuses in Colombo and Kandy
Language of Delivery:	English
Delivery mode:	Primarily campus based (up to 20% of scheduled L&T hours delivered online)
Learning mode(s):	Full-time
Minimum period of registration:	Full-time - 1
Maximum period of registration:	Full-time - 2
Entry requirements	The minimum entry qualifications for the programme are: 1. Edexcel HND Levels: A pass in the relevant HND to include a pass in the sixteen units listed in Table 1 and / or Table 2 below (or their equivalent) and the achievement of an overall score of 240 credit points of which 120 would be at Level 5 Or 1. Completed the 2nd year of University of Colombo, School of Computing's Bachelor of Information Technology External Degree, covering the subjects shown in Table 3. Or 1. Completed the British Computer Society's (BCS) Higher Education Qualification's (HEQ) Certificate and Diploma levels, shown in Table 4.

Or

1. Case by case consideration of equivalent academic and professional qualifications achieved at comparable levels

Table 1: Pearson BTEC HND in Computing (Software Engineering)

Subject Details	QCF Level	Credit Value
Programming	4	15
Networking	4	15
Professional practice	4	15
Database design and development	4	15
Security	4	15
Managing a successful computing project	4	15
Maths for computing	4	15
Web design and development	4	15
Computing research project	5	15
Business intelligence	5	15
Data structures and algorithms	5	15
User experience and interface design	5	15
Computing research project	5	15
Discrete maths	5	15
Advanced programming	5	15
Application development	5	15

Table 2: Pearson BTEC HND in Computing

Subject Details	**QCF Level**	**Credit Value**
Programming	4	15
Networking	4	15
Professional practice	4	15
Database design and development	4	15
Security	4	15
Managing a successful computing project	4	15
Web design and development	4	15
Strategic information systems	4	15
Computing research project	5	15
Business intelligence	5	15
Systems analysis and design	5	15
User experience and interface design	5	15
Computing research project	5	15
Prototyping	5	15
Application programming interfaces	5	15
Application development	5	15

Table 3: UCSC BIT Degree Year 1 and Year 2

Subject Details	QCF Level	Credit Value
Information Systems & Technology	4	Equivalent to the first 2 years of a UK Hons Degree.
Computer Systems I	4	
Web Application Development I	4	
Communication Skills	4	
Introductory Mathematics	4	
Personal Computing	4	
Mathematics for Computing I	4	
Programming I	4	
Database Systems I	4	
Systems Analysis & Design	4	
Object Oriented Analysis & Design	5	
Fundamentals of Software Engineering	5	
Mathematics for Computing II	5	
User Interface Design	5	
Web Application Development II	5	
Programming II	5	
Information Technology Project Management	5	
Rapid Software Development	5	
Computer Networks	5	

Table 4: BCS HEQ Certificate & Diploma Level

Subject Details	QCF Level	Credit Value
		Equivalent to the first 2 years of a UK Hons Degree.
Information Systems	4	Level 4 100/6181/2 Level 5 100/6190/3
Software Development	4	

	Computer & Network Technology	4
	Professionals issues in IS practice	5
	Option to be selected	5
	Option to be selected	5
	Option to be selected	5
	A minimum overall IELTS score of 6.0 with a minimum of 5.5 each element, iBT TOEFL 80 with R at 20, L at 19, S at 21 and W at 20 or equivalent is required for those for whom English is not their first language. A minimum of a Credit pass at the Sri Lankan G.C.E O/L English Language exam will also be considered as equivalent to this level. We will consider a range of alternative qualifications or experience that is equivalent to the typical offer. Applications from international students with equivalent qualifications are welcome. All applications will be subject to the Kingston University Accreditation of Prior Learning (APL) rules and regulations applicable at the time of application.	
Regulated by	The University and its courses are regulated by the Office for Students	
Programme Accredited by:	Non-accredited programme	
Approved Variants:	Not applicable.	
Is this Higher or Degree Apprenticeship course?	No	

SECTION 2: THE COURSE

A. Aims of the Course

- To give students the skills and confidence to produce digital interactive media and graphics products to a professional standard.
- To produce intellectually adaptable graduates with an appreciation of scientific, computational, technological and creative design methodologies that are receptive to new ideas and change.
- To produce graduates who have the ability to apply skills from the fields of computing, technology and the arts to solve problems in the field of Multimedia.
- To equip students with advanced skills of oral, visual and written communication, problem solving, planning and teamwork.
- To give a firm foundation of good working practices for the development of 2D and 3D assets and their use in interactive applications
- To assess the appropriate ability and inclination, and are equipped, to undertake advanced studies and/or research and development in the computing discipline particularly in relation to Multimedia technology

B. Programme Learning Outcomes

The programme learning outcomes are the high-level learning outcomes that will have been achieved by all students receiving this award. They have been aligned to the levels set out in ‘Sector Recognised Standards in England’ (OFS 2022).

Programme Learning Outcomes					
	Knowledge and Understanding On completion of the course students will be able to:		**Intellectual Skills** On completion of the course students will be able to		**Subject Practical Skills** On completion of the course students will be able to
A1	The Multimedia based skills used for digital imaging, interactive computing, multimedia or visual effects including 2D or 3D graphics	B1	Have an interdisciplinary approach to work in multimedia developments through acquiring an understanding of, and intellectual flexibility towards, a range of visual arts, sciences and/or computer based technologies	C1	Plan a creative development task relevant to an application in industry that exploits new media/computing technology, to a high level of technical competence
A2	The technical computer based skills for the generation, manipulation and storage of images, sound, data and other artefacts	B2	Assemble, interpret and critically evaluate information from a variety of sources (including academic literature) including where information is missing or unclear	C2	Use appropriate skills and technologies for the development of a creative media work
A3	How innovative use of technology can be applied to solve design based problems within the fields of interactive multimedia, visual effects and/or computing generally	B3	Report on their work critically in Written format, at meetings, or by formal Oral presentation	C3	Demonstrate project management controls and communication skills
A4	Explain how computing as a technology employed by society relates to, and interacts with, other technologies and an awareness of its current, and likely future, role in and effect upon society	B4	Critically evaluate issues which arise in the development of Multimedia assets and applications with regard to legal, social and ethical issues	C4	Design and develop interactive computing and multimedia applications

		B5	Approach work in Multimedia development through acquiring and understanding of an intellectually flexibility towards a range of disciplines	C5	Implement and test a creative computer based project to agreed criteria

C. Future Skills Graduate Attributes

In addition to the programme learning outcomes, the programme of study defined in this programme specification will engage students in developing their Future Skills Graduate Attributes:

1. Creative Problem Solving
2. Digital Competency
3. Enterprise
4. Questioning Mindset
5. Adaptability
6. Empathy
7. Collaboration
8. Resilience
9. Self-Awareness

D. Outline Programme Structure

Full details of each module will be provided in module descriptors and in the module canvas pages.

BSc (Hons) Multimedia Technology top-up

Level 6							
BSc (Hons) Multimedia Technology top-up							
Core modules	**Module code**	**Credit Value**	**Level**	**Teaching Block**	**Pre-requisites**	**Full Time**	**Part Time**
Digital Entrepreneurship	CI6415	30	6	Year Long		1	
Individual Project	CI6100E	30	6	Year Long		1	
Mobile Application Development	CI6330E	30	6	Year Long		1	
Visual Effects	CI6001E	30	6	1 and 2	None		

Exit Awards at Level 6

Students exiting the programme without completing the full 120 credits but have successfully completed 60 credits at level 6 or above are eligible for the award of an Ordinary Degree.

E. Teaching, Learning and Assessment

This course uses a range of teaching and assessment methods which have been designed to support students' learning and achievement of the learning outcomes. The course has been developed with reference to the Kingston University Academic Framework which sets-out core principles relating to Course and Credit Structure (including Module delivery Structure and Pattern, and Learning Hours and Learning Formats); Curriculum Design (inclusion Learning Design Principles and Inclusive Curriculum); and Future Skills.

Teaching and Learning on the course consist of Scheduled Learning and Teaching and Guided Independent Study (self-managed time). Scheduled Learning and Teaching includes the following, and the format for each module is set out in the module specification:

- Laboratory Sessions
- Lectures
- Seminars
- Tutorials
- Workshops
- Placements

Guidance for students on the use of independent study time is communicated through the 'Succeed in your module' section on the Canvas Virtual Learning Environment and through other communications during the course.

In addition to the core Scheduled Learning and Teaching activities for the course, the University may offer students additional optional opportunities for learning. Examples of these include Study abroad and Work-based learning.

The course will provide students with the opportunity to develop their knowledge and skills relating to at least two United Nations Sustainable Development Goals (UN SDGs). We are committed to empowering students with the knowledge, skills and opportunities to understand and address the UN SDGs: each course is thus also required to prepare students for at least two of the SDGs (not including Quality Education, which all courses must deliver).

F. Support for Students and their Learning

Students are supported through a range of services that provide academic and wider support. These include:

- A Module Leader for each module
- A Course Leader to help students understand the course structure
- Personal Tutors to provide academic and personal support

- Technical support to advise students on IT and the use of software
- Student Voice Committee – to ensure the views of students are heard
- Canvas – Kingston University's Virtual Learning Environment
- Student support facilities that can provide advice on issues such as finance, regulations, legal matters, accommodation, international student support
- Disabled student support
- The Kingston Students' Union
- Student Development and Graduate Success

G. Ensuring and Enhancing the Quality of the Course

The University has policies and procedures for evaluating and improving the quality and standards of its provision. These include:

- Continuous Monitoring of courses through the Kingston Course Enhancement Programme (KCEP)
- Student evaluation including Module Evaluation Questionnaires (MEQs), the National Student Survey (NSS)
- Internal and external moderation of graded assignments

H. External Reference Points

External reference points which have informed the design of the course. These include:

- QAA Subject benchmarks
- Other subject or industry standards

I. Development of Course Learning Outcomes in Modules

This table maps where programme learning outcomes are **summatively** assessed across the **core** modules for this course. It provides an aid to academic staff in understanding how individual modules contribute to the course aims, a means to help students monitor their own learning, personal and professional development as the course progresses and a checklist for quality assurance purposes.

Module Code	**Level 6**			
	CI6001E	**CI6415**	**CI6330E**	**CI6100E**

Knowledge & Understanding	A1	S			
	A2	S			
	A3	S			
	A4				
Intellectual Skills	B1	S		S	
	B2				
	B3			S	
	B4			S	
	B5	S			
Practical Skills	C1	S			
	C2	S			
	C3				
	C4	S			
	C5				

Students will be provided with formative assessment opportunities throughout the course to practise and develop their proficiency in the range of assessment methods utilised.

Additional Information