Template C4

Kingston University London

Programme Specification

Title of Course: *BSc (Hons) Digital Media Technology*

Date first produced	30/06/2017
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Date of implementation of current version	01/09/2025
Version number	14
Faculty	Faculty of Engineering, Computing and the Environment
Cross-disciplinary	
School	School of Computer Science and Mathematics
Department	Department of Networks and Digital Media
Delivery Institution	Kingston University

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) Digital Media Technology
Exit Award(s) and Title(s):	Certificate of Higher Education Diploma in Higher Education Ordinary degree
Course Code *For each pathway and mode of delivery*	N/A UFDMT1DMT20
UCAS code *For each pathway*	G450 (3 year full time)G454 (4 year sandwich)G455 (4 year with foundation)

Award(s) and Title(s):	BSc (Hons) Digital Media Technology with Foundation Year
Exit Award(s) and Title(s):	Certificate of Higher Education Diploma in Higher Education Ordinary degree
Course Code *For each pathway and mode of delivery*	N/A UFDMT1DMT55
UCAS code *For each pathway*	

Award(s) and Title(s):	BSc (Hons) Digital Media Technology with Professional Placement
Exit Award(s) and Title(s):	Certificate of Higher Education Diploma in Higher Education Ordinary degree
Course Code *For each pathway and mode of delivery*	N/A UFDMT1DMT55
UCAS code *For each pathway*	

Award(s) and Title(s):	BSc (Hons) Digital Media Technology with Foundation Year and Professional Placement
Exit Award(s) and Title(s):	Certificate of Higher Education Diploma of Higher Education Ordinary Degree
Course Code	

For each pathway and mode of delivery	
UCAS code *For each pathway*	

Awarding Institution:	Kingston University
Teaching Institution:	Kingston University
Location:	Penrhyn Road
Language of Delivery:	English
Delivery mode:	Primarily campus based (up to 20% of scheduled L&T hours delivered online)
Learning mode(s):	Full-time With professional placement With foundation year
Minimum period of registration:	Full-time - 3 With professional placement - 4 With foundation year - 4
Maximum period of registration:	Full-time - 6 With professional placement - 7 With foundation year - 8
Entry requirements	Kingston University typically uses a range of entry requirements to assess an applicant's suitability for our courses. Most course requirements are based on UCAS Tariff points, usually stipulated as a range, and are sometimes coupled with minimum grades in specific relevant subjects. We may also use interview, portfolio and performance pieces to assess an applicant's suitability for the course. We recognise that every person's journey to Higher Education is different and unique and in some cases we may take into account work experience and other non-standard pathways onto University level study. Additionally, all non-UK applicants must meet our English language requirements. Please see our course pages on the Kingston University website for the most up to date entry requirements
Regulated by	The University and its courses are regulated by the Office for Students
Programme Accredited by:	*N/A*
Approved Variants:	Compensation of modules

	Compensation is permitted in at most 30 credits across programme, excluding the CI6600 Individual Project module. A module other than CI6600 with a grade of F5 (marks 35-39) can be compensated for a PC grade by at least 90 credits passed at that level.
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 digital media.
- 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 digital media 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 digital media 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 digital media assets and applications with regard to legal, social and ethical issues	C4	design and develop interactive computing and multimedia applications

		B5	approach work in digital media 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.
Note: As per GR5 within the general regulations, the University aims to ensure that all option modules listed below are delivered. However, for various reasons, such as demand, the availability of option modules may vary from year to year or between teaching blocks. Students will be informed of the availability of option modules through the Online Module Selection process.
Students on the Foundation Year route should refer to the Foundation Year in Computing programme specifications for details of the first year modules.

BSc (Hons) Digital Media Technology

Level 4							
BSc (Hons) Digital Media Technology							
Core modules	**Module code**	**Credit Value**	**Level**	**Teaching Block**	**Pre-requisites**	**Full Time**	**Part Time**
Computer Generated Imagery	CI4002	30	4	Year long		1	1
Introduction to Digital Media	CI4001	30	4	Year long		1	1
Professional Environments 1	CI4450	30	4	Year long		1	1
Programming I – Thinking Like a Programmer	CI4105	30	4	Year long	None	1	1

Exit Awards at Level 4

Students exiting the course at this point who have successfully completed 120 credits at level 4 or above are eligible for the award of Certificate of Higher Education.

Level 5							
BSc (Hons) Digital Media Technology							
Core modules	**Module code**	**Credit Value**	**Level**	**Teaching Block**	**Pre-requisites**	**Full Time**	**Part Time**
Digital Motion Graphics and Compositing	CI5001	30	5	Year long		2	1
Multimedia Authoring and Design	CI5002	30	5	Year long		2	1
Professional Environments 2	CI5450	30	5	Year long		2	1
Optional Modules							
Industrial Placement	CI5999	120	5	Year Long		3	3
Modelling and Animation	CI5003	30	5	Year long		2	1
User Centered Design	CI5330	30	5	Year long		2	1

Exit Awards at Level 5

Students exiting the programme at this point who have successfully completed 120 credits at level 5 or above are eligible for the award of Diploma of Higher Education.

Level 6							
BSc (Hons) Digital Media Technology							
Core modules	**Module code**	**Credit Value**	**Level**	**Teaching Block**	**Pre-requisites**	**Full Time**	**Part Time**
Future Skills Apply	AX6001	15	6	2		3	1
Game and Media	CI6002	15	6	1		3	1

Production and Generative AI Prototyping							
Individual Project	CI6600	30	6	Year long		3	1
Visual Effects	CI6001	30	6	Year long		3	
Optional Modules							
Digital Entrepreneurship	CI6415	30	6	Year long		3	
User Experience Design Thinking	CI6315	30	6	Year long		3	1

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.

BSc (Hons) Digital Media Technology with Foundation Year

BSc (Hons) Digital Media Technology with Professional Placement

BSc (Hons) Digital Media Technology with Foundation Year and Professional Placement

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:

- PSRB standards
- 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 4				Level 5						Level 6					
		CI4105	CI4001	CI4450	CI4002	CI5450	CI5002	CI5001	CI5999	CI5330	CI5003	CI6315	CI6600	CI6002	CI6001	CI6415	AX6001
Knowledge & Understanding	A1												S	S	S		S
	A2												S	S	S		S
	A3													S	S		S
	A4		S											S			S
Intellectual Skills	B1					S							S	S	S		S
	B2					S							S	S	S		
	B3					S							S				
	B4					S							S	S			
	B5					S									S		S

Practical Skills	C1	S	S		S												
	C2	S	S	S	S												
	C3	S	S		S		S										
	C4		S	S			S	S									
	C5	S	S		S												

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