UNIVERSITY OF WOLVERHAMPTON

Course Specification

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Status:	Validated

Core Information

Awarding Body / Institution:	University of Wolverhampton		
School / Institute:	Wolverhampton School of Art		
Course Code(s):	VC009P01UV	Full-time	12 Months
	VC009P31UV	Part-Time	2 Years
Course Title:	MA Digital and Visual Communications (Computer Games Design)		
Hierarchy of Awards:	Master of Arts Digital and Visual Communications (Computer Games Design) Postgraduate Diploma Digital and Visual Communications (Computer Games Design) Postgraduate Certificate Digital and Visual Communications (Computer Games Design) University Statement of Credit University Statement of Credit		
Language of Study:	English		
Date of DAG approval:	26/Jul/2017		
Last Review:	2013/4		
Course Specification valid from:	2010/1		
Course Specification valid to:	2019/2		

Academic Staff

Course Leader:	Mr David Colton
Head of Department:	Dr Jane Webb

Course Information

Location of Delivery:	University of Wolverhampton
Category of Partnership:	Not delivered in partnership
Teaching Institution:	University of Wolverhampton
Open / Closed Course:	This course is open to all suitably qualified candidates.

Entry Requirements:

Entry requirements are subject to regular review. The entry requirements applicable to a particular academic year will be published on the University website (and externally as appropriate e.g. UCAS

You should have:

- a good Honours degree or equivalent in a relevant subject.
- a good standard of written and spoken English (IELTS 6.0 or equivalent)

Offers are subject to an interview and portfolio review.

Distinctive Features of the Course:

Through studying the MA Digital and Visual Communication (Computer Games Design) you will gain the intellectual and creative confidence to enable you to embrace the challenges and rewards of the global digital & visual communications industry. Through the investigation of a personally developed project in your subject specialism you will have the opportunity to develop skills and knowledge to a Masters Level, culminating in a showcase exhibition and portfolio.

- The final Independent Study module requires you to present your work to an external audience in an appropriate format. This is normally in the form of an exhibition, symposium or on-line presentation. This offers a further opportunity to present your work to industry professionals, fellow researchers and other interested companies and organisations.
- The Wolverhampton School of Art has been formally recognised for its research excellence. There is a vibrant and supportive research community within The Wolverhampton School of Art and CADRE (Centre for Art, Design, Research and Experimentation) provides excellent enhancement to your studies.
- The integration of research methods into the Course gives the necessary preparation for the Masters Project and facilitates progression onto MPhil and PhD study.
- We are recognised for our approach to employability. The Workplace offers advice and support and assists you in securing professional practice through involvement in company consultancy, freelance work or live projects. You have the option to study a module in professional practice and enterprise whilst on the course and this provides the opportunity to prepare an in-depth career plan in preparation for graduation.
- We offer excellent support to overseas students, offering orientation courses to prepare you prior to the start of your studies, language study support and student to student mentoring to help you adjust to your new environment.

Educational Aims of the Course:

The course is intended to promote 'thinking practitioners' who will be well positioned to take advantage of the opportunities available within the growing global industry of digital & visual communication (Computer Games Design).

The course is delivered across three semesters:

Sem 1 (Re-appraisal and analysis)

The focus of sem 1 is to give you a sound understanding of what is expected from you at postgraduate level. You will reflect on your existing knowledge and skill base whilst being introduced to a range of themes intended to extend your critical and contextual skills. You will develop a draft proposal of study, which will become the basis for your investigation throughout the course.

Sem 2 (Development & Consolidation)

You will continue to develop your critical and contextual skills that will inform the refinement of your practice. An opportunity to broaden your expertise through an elective choice in sem 2, either through a placement module or a University-wide elective, is also available.

Sem 3 (Resolution)

In sem 3 you will undertake the 60 credit Masters Project that will allow you to realise your potential as a digital & visual communicator. You will be required to complete a significant body of work, which demonstrates a Masters level of skill and knowledge in your chosen discipline.

Intakes:

September

Major Source of Funding:

HE FUNDING COUNCIL FOR ENGLAND (HEFCE)

Tuition Fees:

Tuition fees are reviewed on an annual basis. The fees applicable to a particular academic year will be published on the University website.

Year	Status	Mode	Amount
2017/8	H	Full Time	£6020.00
2017/8	EU	Full Time	£6020.00
2017/8	Overseas	Full Time	£12445.00
2017/8	H	Part Time	£3010.00
2017/8	EU	Part Time	£3010.00
2017/8	Overseas	Part Time	£6223.00

PSRB:

None

Course Structure:

September (Full-Time)

Part time students study alongside full time students. However, they do not study more than 80 credits in each academic calendar year.

Module	Title	Credits	Period	Type

Group 01 | Min Value: 20 | Max Value: 20

Module	Title	Credits	Period	Type
7VC004	Critical, Contextual and Theoretical Enquiry	20	SEM1	Core Option
7AD001	Professional Practice and Enterprise	20	SEM1	Core Option
7VC010	Creative Approaches to Digital and Visual Communication Research and Practice	40	INYR	Core
7VC011	Understanding and Defining Digital and Visual Communication Practice	40	CRYRA	Core
7VC006	Critical, Contextual and Theoretical Frameworks	20	SEM2	Core
7VC007	Masters Project in Digital and Visual Communications	60	CRYRA	Core

Learning, Teaching and Assessment

Academic Regulations Exemption:

None

Reference Points:

- Master's degree characteristics
- Framework for higher education qualifications in England, Wales and Northern Ireland.
- Subject benchmark statement. Art and Design and history of art, architecture and design
- Equality Act 2010

Learning Outcomes:

PGCert Course Learning Outcome 1 (PGCCLO1)

"Demonstrate a systematic understanding of knowledge, and a critical awareness of current problems and/or new insights, much of which is at, or informed by, the forefront of your academic discipline, field of study or area of professional practice with a conceptual understanding that enables the student: 1. to evaluate critically current research and advanced scholarship in the discipline. 2.to evaluate methodologies and develop critiques of them and, where appropriate, to propose new hypotheses."

PGCert Course Learning Outcome 2 (PGCCLO2)

"Demonstrate a comprehensive understanding of techniques applicable to your own research or advanced scholarship and ability to continue to advance your knowledge and understanding, and to develop new skills to a high level."

PGCert Course Learning Outcome 3 (PGCCLO3)

"Demonstrate originality in the application of knowledge, together with a practical understanding of how

established techniques of research and enquiry are used to create and interpret knowledge in the discipline."

PGCert Course Learning Outcome 4 (PGCCLO4)

"Ability to deal with complex issues both systematically and creatively, make sound judgements in the absence of complete data, and communicate your conclusions clearly to specialist and non-specialist audiences."

PGCert Course Learning Outcome 5 (PGCCLO5)

"Demonstrate self-direction and originality in tackling and solving problems, and act autonomously in planning and implementing tasks at a professional or equivalent level."

PGCert Course Learning Outcome 6 (PGCCLO6)

Demonstrate the qualities and transferable skills necessary for employment requiring: 1. the exercise of initiative and personal responsibility 2. decision-making in complex and unpredictable situations 3. the independent learning ability required for continuing professional development.

PGDip Course Learning Outcome 1 (PGDCLO1)

"Demonstrate a systematic understanding of knowledge, and a critical awareness of current problems and/or new insights, much of which is at, or informed by, the forefront of your academic discipline, field of study or area of professional practice with a conceptual understanding that enables the student: 1. to evaluate critically current research and advanced scholarship in the discipline 2. to evaluate methodologies and develop critiques of them and, where appropriate, to propose new hypotheses."

PGDip Course Learning Outcome 2 (PGDCLO2)

"Demonstrate a comprehensive understanding of techniques applicable to your own research or advanced scholarship and ability to continue to advance your knowledge and understanding, and to develop new skills to a high level."

PGDip Course Learning Outcome 3 (PGDCLO3)

"Demonstrate originality in the application of knowledge, together with a practical understanding of how established techniques of research and enquiry are used to create and interpret knowledge in the discipline."

PGDip Course Learning Outcome 4 (PGDCLO4)

"Ability to deal with complex issues both systematically and creatively, make sound judgements in the absence of complete data, and communicate your conclusions clearly to specialist and non-specialist audiences."

PGDip Course Learning Outcome 5 (PGDCLO5)

"Demonstrate self-direction and originality in tackling and solving problems, and act autonomously in planning and implementing tasks at a professional or equivalent level."

PGDip Course Learning Outcome 6 (PGDCLO6)

Demonstrate the qualities and transferable skills necessary for employment requiring: 1. the exercise of initiative and personal responsibility 2. decision-making in complex and unpredictable situations 3. the independent learning ability required for continuing professional development.

Masters Course Learning Outcome 1 (MACLO1)

Critically articulate your practice through verbal and written forms at PG level

Masters Course Learning Outcome 2 (MACLO2)

Produce creative solutions consistent with PG study to digital & visual communication problems

Masters Course Learning Outcome 3 (MACLO3)

"Demonstrate a masters level of independence and self reliance, by managing your own time"

Masters Course Learning Outcome 4 (MACLO4)

Reflect on your learning and creative practice in ways appropriate to PG study

Masters Course Learning Outcome 5 (MACLO5)

Demonstrate the ability to undertake and implement practice led research at masters level

Masters Course Learning Outcome 6 (MACLO6)

"Work professionally adhering to legal, ethical and Health and Safety standards"

Overview of Assessment:

Module	Title	Course Learning Outcomes
7AD001	Professional Practice and Enterprise	MACLO1, MACLO4, MACLO5, PGCCLO5, PGDCLO5, PGDCLO6
7VC004	Critical, Contextual and Theoretical Enquiry	MACLO1, MACLO4, MACLO6, PGCCLO1, PGCCLO4, PGCCLO5, PGCCLO6, PGDCLO1, PGDCLO4, PGDCLO5, PGDCLO6
7VC006	Critical, Contextual and Theoretical Frameworks	MACLO1, MACLO4, MACLO5, PGCCLO1, PGCCLO4, PGCCLO5, PGCCLO6, PGDCLO1, PGDCLO4, PGDCLO5, PGDCLO6
7VC007	Masters Project in Digital and Visual Communications	MACLO2, MACLO3, MACLO5, MACLO6
7VC010	Creative Approaches to Digital and Visual Communication Research and Practice	MACLO1, MACLO2, MACLO3, MACLO4, PGCCLO1, PGCCLO2, PGCCLO3, PGCCLO4, PGCCLO5, PGCCLO6, PGDCLO1, PGDCLO2, PGDCLO3, PGDCLO4, PGDCLO5, PGDCLO6
7VC011	Understanding and Defining Digital and Visual Communication Practice	MACLO1, MACLO2, MACLO3, MACLO4, MACLO5, PGDCLO1, PGDCLO2, PGDCLO3, PGDCLO4, PGDCLO5, PGDCLO6

Teaching, Learning and Assessment:

- Lectures
- Seminars
- Group and individual tutorials
- Studio and workshop practice
- Self directed project work
- Critiques
- Professional experience
- Practical project work

Student Support:

The Wolverhampton School of Art support:

Study support is available through the Personal Academic Tutorial system with course tutors who are familiar with your area of study. At the start of each year of your course you will be assigned a Personal Tutor who will guide you through the induction process and provide support and academic counselling throughout the year on an appointment basis. They should be able to offer you advice and guidance to help you liaise with other staff and support facilities in The Wolverhampton School of Art and University. You should meet your Personal Tutor regularly, which must include meetings that you are invited to at critical points in your course.

Staff can be contacted through the University email or by booking an appointment through the SAMS. Additional study support is provided through various communication systems, for example, VLE and email.

The Postgraduate Personal Tutor provides academic counselling and will be accessible on an appointment basis to discuss requests for extensions, requests for extenuating circumstances, general concerns about study and student life and general programme planning. The Personal Tutor will act as a first point of contact in relation to leave of absence (including returning after leave), withdrawal, transferring to another course (internal and external) and changes to mode of attendance. Your Course Leader will be available thereafter for meetings by appointment to discuss leave of absence, withdrawal, transferring to another course (internal and external), changes to mode of attendance, returning after leave of absence and direct entrants.

Subject support:

Tutorials, workshops, seminars and meetings - provide the primary opportunities for students to interact with staff on topics relating to modules. All modules provide at least one of these forms of face-to-face support.

Feedback - tutors provide personalised written feedback all summative assessments. The mechanism for feedback from purely formative tasks varies between assessments, but will always be provided in some form. On occasions tutors may provide generalised verbal feedback to the whole group on points relating to an assessment.

Employability in the Curriculum:

Employment opportunities include:

- Self-employment as a Digital & Visual Communicator (Illustrator, Graphic Designer, Animator, Web Designer, Games Designer, Film & Video Maker/Producer etc)
- Employment in education, public sector or the creative industries
- Advancement in current employment: education, public sector or the creative industries

Whilst employability is embedded in all modules it is extended in the following module 7AD001

THE UNIVERSITY OF OPPORTUNITY