

School of Creative Arts

Title of Programme: Digital Media Design

Programme Code: CTDMD

Programme Specification

This programme specification is relevant to students entering:
01 September 2018

Associate Dean of School (Academic Quality Assurance):
Rob Wright

Signature



31st March 2018

A programme specification is a collection of key information about a programme of study (or course). It identifies the aims and learning outcomes of the programme, lists the modules that make up each stage (or year) of the programme, and the teaching, learning and assessment methods used by teaching staff. It also describes the structure of the programme, its progression requirements and any programme-specific regulations. This information is therefore useful to potential students to help them choose the right programme of study, to current students on the programme, and to staff teaching and administering the programme.

Summary of amendments to the programme:

Section	Amendment
2 – Table 3	Course Structure - Update course instances to reflect all study abroad options
Section D - Table 1a	Study Abroad / Sandwich - mend study pattern for al modules to AB (09-06) and remove semester C / add explanatory sentence
Section D - Table 1a	Work Experience - Amend Study Pattern for professional work experience modules removing Semester C in all cases.
F Other Sources of Information	Replace link to A-Z guide to new link for Herts Handbook

If you have any queries regarding the changes, please email AQO@herts.ac.uk

Programme Specification Digital Media Design

This programme specification (PS) is designed for prospective students, enrolled students, academic staff and potential 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 he/she takes full advantage of the learning opportunities that are provided. More detailed information on the teaching, learning and assessment methods, learning outcomes and content for each module can be found in Definitive Module Documents (DMDs) and Module Guides.

Section 1

Awarding Institution/Body	University of Hertfordshire
Teaching Institution	University of Hertfordshire
University/partner campuses	College Lane Campus
Programme accredited by	Not applicable
Final Qualification	BA Hons
All Final Award titles	Digital Media Design / (Sandwich) / with a Year Abroad / with Study
(Qualification and Subject)	Abroad / (Sandwich) with a Year Abroad
FHEQ level of award	6
UCAS code(s)	W212
Language of Delivery	English

A. Programme Rationale

The Digital Media Design Programme will attract media artists and designers who wish to explore and create interactive, multimedia content for a variety of digital platforms (for example, television, web, animation and games).

The Programme explores the digital domain – multimedia platforms, mobile devices, augmented and virtual realities – and establishes a rich, hybrid area of study for the 21st Century. By using practice-based approaches and theory-led methodologies, the programme aims to provide the student with the necessary knowledge and skills to become part of the digital revolution.

In this rapidly expanding field, students learn how digital media are produced and are given the opportunity to explore areas such as web-based content, mobile apps, interactive advertising, responsive objects and environments, networked information and social-media systems, interactive video, live performance technology and digital art installations.

Through project-based learning and teamwork practices, students will work in an environment which encourages them to identify their strengths and to learn and grow as part of a team, preparing them for the demands of the contemporary working environment and for the future. The award place great emphasis upon employability, offering visits to industry as well as lectures and seminars delivered by industry experts.

During the first year students concentrate on building their core skill-set which includes graphic design, web design, video and sound editing, image manipulation and basic photography skills. At the same time, aided by research literature and ideation sessions, they are introduced to concepts such as visual communication, ubiquitous design and user experience.

In the second year students delve deeper into web-based content, learn how to create mobile applications, interactive digital comics, video game prototypes and physical interfaces. The year culminates with a multi-disciplinary exhibition, where the Digital Media Design students lead a collaborative project, which includes students from other disciplines across the School of Creative Arts such as Music, Photography and Architecture or an external institution. In the final year, students propose, manage and realise a substantial media project, alongside the production of a report in a subject of their choosing. Students examine and produce work for the multiple types of digital media platforms now available. Their studies will also prepare them for employment through professional development planning, sector analysis, portfolio development, networking and careers advice.

Digital media designers focus their work around creating relationships between the physical and the digital worlds. Their work involves designing interfaces for websites and mobile applications, prototyping video game mechanics and digital storytelling techniques, while creating experiences for the user which feel natural, efficient and ubiquitous.

Potential employment prospects include:

- Media Production houses
 - Content Creation
 - Mobile and Web applications
 - Web design
- user experience expert – in industries such as games, mobile, TV, Web;
- interactive designer / developer
- Digital Branding / Advertising
- digital artist / creative programmer / coder
- Video Blogger
- Indi game developer

The programme welcomes students from a wide range of backgrounds and precursor experiences. The programme also welcomes the broadening perspectives brought by International students.

B. Educational Aims of the Programme

The programme has been devised in accordance with the University's graduate attributes of programmes of study as set out in [UPR TL03](#).

Additionally this programme aims to:

- Provide students with a knowledge and understanding of the key roles played by communicative, cultural and media activities in shaping everyday social and psychological life through the construction of public culture, in international and global perspectives and in the creation of new expressive forms and by generating symbolic resources through which people individually and collectively imagine the past, define the present and develop projects for the future.
- Enable students, through Critical and Cultural Studies delivered as an integral part of studio projects, to develop a range of enquiry, communication and media production skills that enable them to gather, evaluate and use information from diverse sources, to communicate ideas, information and feelings with due regard for technical, aesthetic and affective domains and cultural difference and to manage the methods and methods of media production.
- Prepare students for a range of career opportunities and the responsibilities of professional practice in media activities or related fields through the development of an informed critical awareness of cultural, technical, creative, economic, legal and ethical, national and international contexts or areas in which their future career aspirations may be realised.

- Develop an informed critical awareness of and ability to appropriately employ processes of designing digital media artefacts that delight, inform and entertain and that are fit for their purpose.
- Develop an understanding of audiences, their experiences of interaction and of communication in visual, sonic and interactive domains.
- Develop an informed critical awareness of and the ability to use effectively, a range of contemporary digital media activities and practices.
- Develop an understanding of how cultural phenomena may be analysed and discussed.

C. Intended Learning Outcomes

The programme provides opportunities for students to develop and demonstrate knowledge and understanding, skills and other attributes in the following areas.

In defining the Programme Aims and Learning Outcomes much use has been made of the QAA benchmark statements for *Communication, media, film and cultural studies* and those for *Computing* have been considered and incorporated where appropriate. Many of the Aims and Learning Outcomes of this programme sit across and between the two benchmark statements. This is appropriate for an area of hybrid practices and emergent technology and creative-expression led practices. To keep things clear, where there has been overlap between the benchmarks, the ones for *Communication, media, film and cultural studies* have taken precedence and have been used.

There has been reference to The Frameworks for Higher Education Qualifications of UK Degree-Awarding Bodies (2014) and this informs ideas about the typical attainment of students. The 2010 SEEC Credit Level Descriptors for Further and Higher Education 2010 have been useful, especially in the discussion and definition of Levelness.

Knowledge and Understanding	Teaching and learning methods	Assessment strategy
<p>A1 - Processes of digital media design and realisation which include enquiry, planning, realisation and evaluation of outcomes and the techniques, processes and technologies used to create media artefacts and document the processes involved.</p> <p>A2- The history of communication and media technologies and a recognition of the different ways in which the history of and current developments in, media and communication in a globalising culture can be understood in relation to technological change.</p>	<p>Acquisition of knowledge and understanding (A1 – A6) is through a combination of lectures, demonstrations of software and other processes, workshop activities, seminar and symposium discussions, individual and group tutorials, peer and buddy learning activities, presentations and critiques, the carrying out and completion of study tasks and assignments of varying kinds that require enquiry, communication and the realisation of media artefacts of one kind or another.</p> <p>Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject.</p>	<p>Knowledge and understanding (A1 – A6) are assessed through the content, expression and form of work presented on completion of study tasks and assignments in a variety of forms. These include:</p> <ul style="list-style-type: none"> • interactive media where display elements of text, image, colour, sound and multi-modal composition work with the effects of user actions to create meaning; • written texts in a range of formats, expressed in a range of registers and intended for different audiences;

<p>A3- The roles of communication systems, modes of representations and systems of meaning in the ordering of societies and of particular media forms and genres and the way in which they organise understandings, meanings and affects.</p> <p>A4- The ways in which people engage with cultural texts and practices and make meaning from them of the aesthetic and formal qualities at play and their relation to meanings, in particular cultural forms and an understanding of the narrative processes, generic forms and modes of representation at work in media and cultural texts.</p> <p>A5 – Processes for the creative invention of content and form of artefacts fit for a given purpose, the design decision process, the handling of digital media processes.</p> <p>A6 – Understand the contested nature of some objects of study within the fields of communication, media, film and cultural studies and the social and political implications of the judgements which are made.</p>	<p>The nature of assignment for formative and summative learning emphasises the integration of processes of enquiry, communication, critical thinking and practical skills.</p>	<ul style="list-style-type: none"> • spoken word recordings and performances where the voice is scripted and edited, or extemporised, addressing a variety of audiences and media formats; • static and moving image based artefacts where composition and editing produce meaningful juxtapositions in spatial or temporal domains; • sound based artefacts where sequence and phenomena from mixing create meaningful juxtapositions in sonic and temporal domains.
Intellectual skills	Teaching and learning methods	Assessment strategy
<p>B1 - Formulate and define media artefacts using design decision making methodologies including the ability to invent, propose and select from alternatives, consider audiences and evaluate artefacts in terms of their fitness for a stated purpose, consideration of aesthetic and formal elements and processes of testing and evaluation.</p>	<p>Intellectual skills (B1 – B5) are developed through a combination of lectures, demonstrations of software and other processes, workshop activities, seminar and symposium discussions, individual and group tutorials, peer and buddy learning activities, presentations and critiques, the carrying out and completion of study tasks and assignments of varying kinds that require enquiry, communication and the realisation of media artefacts of one kind or another.</p>	<p>Intellectual skills (B1 – B5) are assessed through the content, expression and form of work presented on completion of study tasks and assignments in a variety of forms.</p> <p>These include:</p> <ul style="list-style-type: none"> • interactive media where display elements of text, image, colour, sound and multi-modal composition work with the effects of user actions to create meaning;

<p>B2- Understand forms of communication, media and culture as they have emerged historically and appreciate the processes through which they have come into being with appropriate reference to the diversity of contemporary cultures and an understanding of how different groups variously make use of and engage with forms of communication, media and culture.</p> <p>B3- Consider and evaluate their own work in a reflexive manner, with reference to academic and/or professional issues, debates and conventions.</p> <p>B4 - Evaluate designs for interactive media artefacts that are fit for purpose in terms of audiences, contexts and underlying technologies.</p> <p>B5 – Critically appraise some of the widespread common sense understandings and misunderstandings of the field, as well as identify the debates and disagreements to which these give rise.</p>	<p>Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject.</p> <p>The nature of assignments for formative and summative learning emphasises the integration of processes of enquiry, communication, critical thinking and practical skills.</p>	<ul style="list-style-type: none"> • written texts in a range of formats, expressed in a range of registers and intended for different audiences; • spoken word recordings and performances where the voice is scripted and edited, or extemporised, addressing a variety of audiences and media formats; • static and moving image based artefacts where composition and editing produce meaningful juxtapositions in spatial or temporal domains; • sound based artefacts where sequence and phenomena from mixing create meaningful juxtapositions in sonic and temporal domains.
Practical skills	Teaching and learning methods	Assessment strategy
<p>C1 - Use a range of digital media software applications, associated hardware and storage devices and design methodologies to realise project artefacts of an appropriate quality including the documentation of design decisions and processes.</p> <p>C2 – Generate media artefacts using appropriate tools and techniques in response to a given brief or one of their own devising and which shows competence in operational aspects of media production technologies, systems, techniques and professional practices;</p>	<p>Practical skills (C1 – C5) are developed through a combination of lectures, demonstrations of software and other processes, workshop activities, seminar and symposium discussions, individual and group tutorials, peer and buddy learning activities, presentations and critiques, the carrying out and completion of study tasks and assignments of varying kinds that require enquiry, communication and the realisation of media artefacts of one kind or another.</p>	<p>Practical skills (C1 – C5) are assessed through work presented on completion of study tasks and assignments in a variety of forms.</p> <p>These include:</p> <ul style="list-style-type: none"> • interactive media where display elements of text, image, colour, sound and multi-modal composition work with the effects of user actions to create meaning;

<p>C3- Put to use a range of IT skills such as data analysis, word-processing, search engines and other systems to gather, evaluate and use information of many kinds</p> <p>C4- Initiate, develop and realise distinctive expressive and creative work within various forms of digital and/or electronic media and experiment, as appropriate, with forms, conventions, languages, techniques and practices.</p> <p>C5- Use quantitative and qualitative approaches to gather material and use appropriate methodologies to reach sound conclusions.</p>	<p>Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject.</p> <p>The nature of assignment for formative and summative learning emphasises the integration of processes of enquiry, communication, critical thinking and practical skills.</p> <p>Students are expected to transfer and apply the skills and knowledge of practical processes acquired in one place, to other situations, tasks and processes.</p>	<ul style="list-style-type: none"> • written texts in a range of formats, expressed in a range of registers and intended for different audiences; • static and moving image based artefacts where composition and editing produce meaningful juxtapositions in spatial or temporal domains; • sound based artefacts where sequence and phenomena from mixing create meaningful juxtapositions in sonic and temporal domains. • Installation based artefacts where live data is used to create visually pleasing and meaningful interpretations.
Transferable skills	Teaching and learning methods	Assessment strategy
<p>D1- Work in flexible, creative and independent ways, showing self-discipline, self-direction and reflexivity.</p> <p>D2- Gather, organise and evaluate sources and deploy ideas and information in order to formulate arguments cogently and express them effectively in written, oral or in other forms, to record experiences and solve problems.</p> <p>D3- Communicate effectively in inter-personal settings, in writing and in a variety of media and work productively in a group or team, showing abilities at different times to listen, to contribute and lead effectively.</p> <p>D4- Be adaptable, creative and self-reflexive in producing output for a variety of audiences and in a variety of media forms.</p>	<p>Transferable skills (D1 – D5) are developed a combination of lectures, demonstrations of software and other processes, workshop activities, seminar and symposium discussions, individual and group tutorials, peer and buddy learning activities, presentations and critiques, the carrying out and completion of study tasks and assignments of varying kinds that require enquiry, communication and the realisation of media artefacts of one kind or another.</p> <p>Throughout, the learner is encouraged to undertake independent study both to supplement and consolidate what is being taught/learnt and to broaden their individual knowledge and understanding of the subject.</p>	<p>Transferable skills (D1 – D5) are assessed through work presented on completion of study tasks and assignments in a variety of forms.</p> <p>These include:</p> <ul style="list-style-type: none"> • interactive media where display elements of text, image, colour, sound and multi-modal composition work with the effects of user actions to create meaning; • written texts in a range of formats, expressed in a range of registers and intended for different audiences;

D5 - Show insight into a range of attitudes and values arising from globalisation, international traditions and practices within and beyond their discipline.

The nature of assignment for formative and summative learning emphasises the integration of processes of enquiry, communication, critical thinking and practical skills.

Students are expected to transfer and apply skills and knowledge acquired in one place, to other situations, tasks and processes.

Throughout, the learner is encouraged to develop transferable skills by maintaining a record of evidence and through the use of personal development plans.

- spoken word recordings and performances where the voice is scripted and edited, or extemporised, addressing a variety of audiences and media formats;
- static and moving image based artefacts where composition and editing produce meaningful juxtapositions in spatial or temporal domains;
- sound based artefacts where sequence and phenomena from mixing create meaningful juxtapositions in sonic and temporal domains.

D. Programme Structures, Features, Levels, Modules and Credits

The programme is offered in full-time or with study abroad (3 years) and sandwich or with a year study abroad (4 years) and leads to the awards of:

BA (Hons) Digital Media Design
BA (Hons) Digital Media Design (Sandwich)
BA (Hons) Digital Media Design with a Year Abroad
BA (Hons) Digital Media Design with Study Abroad
BA (Hons) Digital Media Design (Sandwich) with a Year Abroad

Entry is normally at Level 4 with the equivalent of 240 points at A-level, or for mature and other students with relevant precursor experiences. Admissions uses APCL and/or a portfolio of work that demonstrates an engagement with and interest in the fields of knowledge and practice the programme deals with.

Entry is also possible at Level 5 or Level 6 through Credit Accumulation and Transfer from other higher educational experiences that are roughly equivalent to the earlier levels of the programme, or through APCL where appropriate.

Intake is normally semester A (September).

Professional and Statutory Regulatory Bodies

No accreditation.

Work-Based Learning, including Sandwich and Year Abroad Programmes

A designated Year Abroad mode leads to the words "with a year abroad" appearing on the award certificate. The Year Abroad will provide students with the opportunity to expand, develop and apply the knowledge and skills gained at the start of their course at the School of Creative Arts (UH), within a different organisational and cultural environment in a partner academic institution. The host institution will appoint a Programme Co-ordinator who will oversee the student's programme during the Year Abroad and will liaise with the appointed UH Supervisor.

In addition, Digital Media Design students also have the option to undertake Study Abroad for a single semester. The same arrangements detailed above for the Year Abroad mode will apply and the words 'with Study Abroad' will appear on the award certificate.

Students undertaking study abroad will be registered on the relevant Year Abroad or Study Abroad Module.

Students may undertake a period of study at an approved partner institution as an **additional** year between Levels 4 and 5 (students must pass 120 credits) or between Levels 5 and 6 (students must pass 240 credits).

Alternatively, (in exceptional cases where the curriculum provided at another HEI is aligned to that within this programme and where this has been formally agreed by the Programme Leader), students may undertake this study period **in place of** Level 5 (Year 2) at the School of Creative Arts (UH). In this case, successful students will receive credit for 120 credits at Level 5 and their final degree classification will be calculated in line with those for a direct Level 6 entrant (i.e. Level 5 achievement/grades will not be taken in to account).

A designated sandwich programme leads to a University award in the sandwich mode and the word "(Sandwich)" appears on the award certificate. In order for the programme to lead to an award in the sandwich mode, the student must undertake a period of approved work experience of not less than 36 weeks with no possibility of exemption, normally between the end of Year 2 and the beginning of Year 4. This will normally be completed within the United Kingdom but with approval may be completed within other countries. Progress of the student's training and development is monitored through visits from University academic staff or from reports from the student. Students will be required to document this period of work in accordance with the guidelines produced by the School. Students on the sandwich programme will be registered on the Sandwich Year Module (6CTA1008).

Students who have not achieved the minimum progression requirements at the end of Level 5 may be prevented from undertaking a sandwich placement. The policy relating to progression onto the placement year from level 5 is given in the School Guidelines on Placements. Students who are on the sandwich programme but have a 'Failed' grade at any Level 4 or 5 module will not normally be allowed to register to repeat this module until they return from placement.

Other Work Experience (Short and Medium Term)

No formal Work-Based Learning is included as a mandatory element of the programme. The programme complies with the School of Creative Arts policies on Professional Placements and study abroad opportunities.

The programme actively supports student initiative in organising and arranging placements and work experience as far as is practical and as far as they can be accommodated within the structures of the programme and the need to ensure a comparability of experience and learning within the assessment processes under which the programme operates.

In addition to offering a full Sandwich year (as explained above and referred to in the School as a 'Long Term Work Experience'), we encourage students to participate in shorter work experiences / placements.

With agreement from the Programme Leader, a student negotiated work experience is available within this Programme at Level 5.

This means that, with prior written agreement, a student may undertake:

- a work experience in place of *an assessed component within* one of the named modules below (referred to as a 'Short Term Work Experience').

The module(s) that are approved within this Programme for short-term work experience are:

5CTA1152 Teamwork Practices (30 credits).
5CTA1153 Independent Project (30 credits).

Students undertake their work placement *during* Level 5, or alternatively may negotiate with the programme leader to allow a placement undertaken at a different time (for example, during a vacation or non-teaching period) to be accredited within the chosen module running at Level 5 with appropriate evidence submitted (including a reflective report).

Students (and staff when considering approval) should carefully consider any potential difficulties which may arise when attempting to undertake a work experience simultaneously with their academic study (for example, Timetable constraints for other modules). In terms of exemption from academic study whilst undertaking a work placement, a time equivalent to 30 credits is normally the maximum permitted. There is a maximum of 45 credits of professional Work Experience for any student within any year of University study.

Additional advice on these modules is available in the School's Accredited Work Experience Handbook and the Professional Work Experience Definitive Module Document (DMD). Students will need approval of the programme leader or nominee for the work experience, to ensure that the scope and level of challenge/learning of the work submitted in reflection upon a work experience, is appropriate and as far as possible, matched in scope and level to any work being substituted.

The programme supports the student in opportunities to undertake live projects which may arise through their own endeavour and works to build such opportunities into the student's learning and assessment through negotiation of briefs and presentable outcomes. The term 'live projects' refers here to a range of activities that extends well beyond those that are primarily commercial and includes social enterprise projects undertaken in connection with community groups, arts organisations and other agencies.

Where a student wishes to undertake a live project, it is a requirement that before it commences there is in place a learning contract that specifies clearly how it enables the student to fulfil the module Learning Outcomes, the materials to be submitted for assessment, the date of submission for that material, what the work means in terms of the student's attendance and workload and an appropriate strategy for supervision by a tutor. That contract has to be agreed by both the module tutor and the Programme Leader.

The Assessment of Practical, Contextual and Theoretical Elements

Within their modules students are expected to attempt all assignments and to submit work for each. The final module mark is derived from an aggregation of the marks for each assignment using the weightings stated in module guides and in project briefs.

Across the programme some assignments allow the student to negotiate with tutors the form of the submission and the media used to present it. An important consideration is to ensure that students engage with a range of media production processes and modes and develop a broad body of skills and professional practices that extend learning. As a general principle, where there is a choice of media forms for submission of course work, there is a presumption that the student's choice of media forms will represent a broadening consolidation of work across modes more than a restrictive repeating of familiar processes.

It is expected that project work will include where appropriate such things as sketch books and storyboards, visual and written analysis sheets, scripts and code listings, evaluative and reflective accounts of the design decision making process, logs and other documentation, evidence of pre-planning and iterative project management, annotated bibliographies and other appropriate academic apparatus to manage appropriately quotation, reference, citation and the proper acknowledgement of the ownership of ideas and expression. Material submitted for assessment will be considered in terms of the qualities of:

- the design of the artefact/text and its appropriateness for stated purpose and audience in the use of register, vocabulary, stylistic tropes and media specific features;
- the accuracy of content;
- the demonstration of contextual knowledge, critical thinking and understanding;
- creative invention and originality;
- competency in the use of media technologies, processes and design methodologies;
- the use of appropriate apparatus of reference and the acknowledgement of the ownership of ideas and expression.

Erasmus Exchange programme

Creative Arts undergraduate students are offered the opportunity to participate in the ERASMUS Exchange Programme. The School currently has reciprocal arrangements with a number of European Institutions (including Spain, Hungary, Poland, Bulgaria, Portugal, Ireland and Finland.) offering a range of subject disciplines. Students are advised to consult their programme leader for further information on the opportunities available.

Incoming ERASMUS//CATS International Students

With prior agreement from the School's CATS Tutor and Programme Leader, incoming International students on the ERASMUS or CATS Schemes may participate in this Programme by undertaking modules and gaining the associated credit, typically at Level 5. Additionally, the following four modules are available to those students seeking credit for their work submitted within a single-semester timeframe, whilst studying alongside UH/Home students registered on two-semester modules:

5CTA1217 Media Studies A (15 credits)
5CTA1218 Media Studies B (15 credits)
5CTA1219 Media Studies C (15 credits)
5CTA1220 Media Studies D (15 credits)

In such cases, an Approved Study Pattern for single-semester study will be determined at the commencement of the study period. The Study Pattern should clearly specify the format/quantity/weighting of assessments that are to be submitted at the conclusion of the study period – please see the relevant DMDs for more information.

NOTE: Visiting students wishing to study for a single semester in the School of Creative Arts may participate in the Level 5 activities within a single Programme only during the required semester.

Programme Structure

The programme structure and progression information below (Table 1a and 1b) is provided for the Honours award. Any interim awards are identified in Table 1b. The Programme Learning Outcomes detailed above are developed and assessed through the constituent modules. Table 2 (in section 2) identifies where each learning outcome is assessed.

Table 1a Outline Programme Structure

Mode of study Full time; sandwich; study abroad
Entry point Semester A

LEVEL 4

	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules							
<u>Module Title</u>							
Media in Mind: histories, theories, contexts (C&CS)	4CTA1216	30	English	0	100	0	AB
Design and Creative Practices 1	4CTA1214	45	English	0	100	0	A
Design and Creative Practices 2	4CTA1215	45	English	0	100	0	B

OPTIONAL - Year 2 - Study Year Abroad

Students may elect to take a study year abroad, as optional experience:

	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Optional Modules							
<u>Module Title</u>							
Year Abroad	5CTA0001	0	English	0	100	0	AB

In order to achieve the 'with a Year Abroad' Award students must complete Module 5CTA0001 between levels 4 and 5 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

LEVEL 5

	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Compulsory Modules							
<u>Module Title</u>							
Connections and Perspectives I: exploring Creative Media and Digital Cultures (C&CS)	5CTA1157	15	English	0	100	0	A
Connections and Perspectives II: exploring Creative Media and Digital Cultures (C&CS)	5CTA1158	15	English	0	100	0	B
Teamwork Practices	5CTA1152	30	English	0	100	0	A
Independent Project	5CTA1153	30	English	0	100	0	B
Mobile and Web Application Design	5CTA1154	15	English	0	100	0	A
Storytelling and Gaming	5CTA1155	15	English	0	100	0	B

Study Abroad

Students may elect to study abroad for a single semester, as optional experience:

Optional Modules Module Title	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Study Abroad	5CTA1167	0	English	0	100	0	A or B

In order to achieve the 'with Study Abroad' Award students must complete Module 5CT1167 during level 5 of their study.

OPTIONAL - Year 3 - Sandwich Year or Study Year Abroad

Students may elect to take a sandwich placement year, or study year abroad, as optional experience.

Sandwich Year

Optional Modules Module Title	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Sandwich Year (Creative Arts)	6CTA1008	0	English	0	100	0	AB

In order to achieve the Sandwich Award students must complete module 6CTA1008 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

Year Abroad

Optional Modules Module Title	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Year Abroad (Creative Arts)	6CTA0001	0	English	0	100	0	AB

In order to achieve the 'with a Year Abroad' Award students must complete Module 6CTA0001 between levels 5 and 6 of their study. Please note: this is a representative module and it is understood that actual activity may fall outside these dates.

LEVEL 6 - (Year 3 Full Time, Year 4 Sandwich)

Module Title	Module Code	Credit Points	Language of Delivery	% Examination	% Coursework	% Practical	Semesters
Degree Project	6CTA1102	60	English	0	100	0	AB
Dissertation (C&CS)	6CTA1103	30	English	0	100	0	AB
Professional Practices	6CTA1104	30	English	0	100	0	AB

Progression to levels 5 and 6 requires a minimum of 90 and 210 credits respectively and passes in all compulsory modules.

The award of an honours degree requires 360 credit points passed with a minimum of at least 120 at level 6 including the final degree project appropriate to the award title.

Table1b (below) details the minimum requirements for all awards.

Full time study mode (3 years)

LEVEL 4		Semester A	Semester B
		Design and Creative Practices 1 4CTA1214 (45 credits)	Design and Creative Practices 2 4CTA1215 (45 credits)
Media in Mind: histories, theories, contexts (C&CS) 4CTA1216 (30 credits)			
LEVEL 5		Semester A	Semester B
		Teamwork Practices 5CTA1152 (30 credits)	Independent Project 5CTA1153 (30 credits)
		Mobile and Web Application Design 5CTA1154 (15 credits)	Storytelling and Gaming 5CTA1155 (15 credits)
		Connections and Perspectives I (C&CS) 5CTA1157 (15 credits)	Connections and Perspectives II (C&CS) 5CTA1158 (15 credits)
LEVEL 6		Semester A	Semester B
Degree Project 6CTA1102 (60 credits)			
Dissertation (C&CS) 6CTA1103 (30 credits)			
Professional Practices 6CTA1104 (30 credits)			

Honours classification

The University has approved structure and assessment regulations common to all programmes. Full details are provided in [UPR AS14](#), Section D.

Table 1b Final and interim awards available

The programme provides the following final and interim awards:

Final Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
BA (Hons)	Digital Media Design Digital Media Design (Sandwich) Digital Media Design with a Year Abroad Digital Media Design with Study Abroad Digital Media Design (Sandwich) with a Year Abroad	360 credit points including 240 at level 6/5 of which 120 must be at level 6	6	All programme learning outcomes (see Table 2)

Interim Award	Award Title	Minimum requirements	Available at end of Level	Programme Learning Outcomes developed (see above)
University Certificate		45 credit points at level 4	4	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm
Certificate of Higher Education		120 credit points at level 4	4, 5	See UPR AS11, section 13: http://sitem.herts.ac.uk/secreg/upr/AS11.htm
Diploma of Higher Education	Digital Media Design	240 credit points including at least 120 at level 5	5, 6	A1, A2, A3 B1, B2, B6 C1, C3, C5 D1, D2, D3,
BA	Digital Media Design Digital Media Design (Sandwich) Digital Media Design with a Year Abroad Digital Media Design with Study Abroad Digital Media Design (Sandwich) with a Year Abroad	300 credit points including 180 at level 6/5 of which 60 must be at level 6	6	A1, A2, A3, A4, A5 B1, B2, B3 C1, C2, C3, C4, C5 D2, D4

Programme-specific assessment regulations

The programme complies with the University's academic regulations (in particular, [UPR AS11](#), [UPR AS12/UPR AS13](#) (*delete as applicable*) and [UPR AS14](#)) with the exception of those listed below, which have been approved by the University:

- Module 6CTA1103 Dissertation (C&CS) **cannot** be substituted with equivalent credits from any level to improve the degree classification.

Course Code	Course Instance	Award Title	Modules (child instance codes and Title)	Must be included in Award degree algorithm
CTDMD	DMD3F / DMD4S / DMD4PS	BA (Hons) Digital Media Design	6CTA1103 Dissertation (C&CS)	Yes

Further points of clarification and interpretation relevant to this specific programme are given below:

- Students are expected to commit to all elements of their programme of study, be punctual in their attendance and meet deadlines. Persistent, unexplained absence or late arrival / departure from lectures, seminars and practicals is not acceptable. Attendance requirements will normally be highlighted within the relevant DMD (Definitive Module Document) or other assessment documentation (module guide or assignment brief). Lack of attendance may inhibit the student's ability to meet the learning outcomes of such modules leading to reduced or fail grades through poor performance.

Students transferring between UH and Franchise Partners:

In instances where a student has transferred between the UH and a Franchised version of *this* programme (or vice versa), final degree classification will be determined using the standard UH methodology (i.e. L5 performance will count towards classification, in addition to L6) irrespective of the location of the final year of study.

The programme operates a University-wide policy for treatment of serious adverse circumstances and students receive details in the Student Handbook.

Other information relevant to the programme

- **Copyright:** Students retain the Intellectual Property Rights, including copyright, in their films, images and other artefacts. Unless specifically notified by the student, the student grants the University the right to use any of their material for non-commercial academic use including the promotion of the Programme, School of Creative Arts and the University. The student may withdraw this consent at any time by contacting their programme leader or the School Admin. Office.

E. Management of Programme & Support for student learning.

Management

The programme is managed and administered through:

- Dean of School.
- Associate Dean of School (AQA) who has delegated responsibility for programmes in the School of Creative Arts.
- Academic Subject Group Leader with an overview of the programme.
- A Programme Leader who is responsible for the day to day management and who can advise students on the programme as a whole.
- Module Tutors who are responsible for individual modules.
- A School Admissions Tutor with specific responsibility for open days and selection.
- A designated Administrator to deal with day to day administration associated with the programme.
- A programme committee, the membership of which includes the programme administrator, academic group leader, programme leader, all teaching staff, student representatives, a technical officer and the Information Hertfordshire Manager.

Support

Students are supported by:

- The Creative Arts Toolkit <http://catoolkit.herts.ac.uk>
- Orientation for overseas students.
- An induction at the beginning of each new academic session.
- Academic Subject Group Leader to oversee and advise on programme related issues.
- Programme Leader/Year Tutor to help students understand the course/programme structure.
- Tutors to provide academic and pastoral support.
- Staff surgery hours.
- Technical Officer support.
- A designated student administrator to deal with student enquiries.
- Student representatives on Programme Committees.
- On-site shop for materials; Loan Stores for camera and other equipment.
- Academic English support.
- International Students support.
- StudyNet, a versatile on-line inter-active intranet and learning environment.
- Guided student-centred learning on StudyNet module sites.
- Attractive modern study environments in two Learning Resources Centres.
- Access to extensive digital and print collections of information resources.
- A substantial Student Centre, providing advice on issues such as finance, University regulations, legal matters, accommodation, international student support, etc.
- Office of Dean of students, incorporating Chaplaincy, Counselling and Nursery.
- Medical Centre and Pharmacy.
- University Disability Advisors.
- An Equal Opportunities Officer.
- The Careers, Employment and Enterprise service for all current students and graduates.
- The Students' Union.

F. Other sources of information

In addition to this Programme Specification, the University publishes guidance to registered students on the programme and its constituent modules:

- A Programme (or Student) Handbook;
- A Definitive Module Document (DMD) for each constituent module;
- A Module Guide for each constituent module.

The [Herts Handbook](#) is an introduction to the academic, social, cultural and sporting services and opportunities available at the University of Hertfordshire, and includes the Student Charter and Student Code of Conduct.

As a condition of registration, all students of the University of Hertfordshire are required to comply with the University's rules, regulations and procedures. These are published in a series of documents called 'University Policies and Regulations' (UPRs). The University requires that all students consult these documents which are available on-line, on the UPR web site, at: <http://www.herts.ac.uk/secreg/upr/>. In particular, [UPR SA07](#) 'Regulations and Advice for Students' Particular Attention - Index' provides information on the UPRs that contain the academic regulations of particular relevance for undergraduate and taught postgraduate students.

The UK Quality Assurance Agency for Higher Education (QAA) has confirmed the quality and standards of provision at the University of Hertfordshire. A key part of QAA's role is to review and report on how universities maintain their academic standards and quality, to inform students and the wider public. The team of QAA reviewers visited the University of Hertfordshire in 2015/16 and judged that its academic standards, the quality and enhancement of its students' learning experience and the quality of information about this learning experience all meet UK expectations. In other words, the University meets national requirements for standards and quality. The QAA's report can be accessed at: <http://www.qaa.ac.uk/reviews-and-reports/provider?UKPRN=10007147#.V-KHajXy0nE>

G. Entry requirements

The normal entry requirements for the programme from 2017 are:

- 96 UCAS points
- GCSE Maths and English Language at grade 4 or above
- IB - 96 points from a minimum of 2 HL subjects at H4 or above (with the remaining points to come from a combination of HL, SL and Core)

Selection is based on a portfolio interview, after which students may be required to complete a Foundation Year or Foundation Diploma before progressing to the degree course.

Applications will be considered on an individual basis and are particularly welcomed from students with non-standard qualifications, or from a variety of backgrounds. Access course students without GCSEs are not required to take these qualifications in addition to their Access award, but must ensure that any required subjects are fully met within their Access course.

Additionally, applications are welcomed from students who are completing Advanced level qualifications in relevant subject areas. This includes A-levels in subjects such as Media Studies, Communications Studies, Computer Studies, English Literature, Sociology, Film Studies, Design and Technology and National Diploma level courses in Art and Design, Media and Media Technologies, Information Technologies and related fields. On successful admission, such applicants will be supported through specific address to essential visualisation and research methods common to degree level Art and Design study.

The programme actively seeks to include students from groups who may be under-represented at HE level. Groups whose cultural experiences, views and aspirations may not usually include academic attainments and whose precursor qualifications and experiences may vary from those more normally used for entry to degree level work.

In accepting students for study, the programme seeks to valorise a range of cultural and counter-cultural engagements and activities that demonstrate critical thinking and discussion about the contemporary media world and about contemporary technologies. These may be expressed in a range of creative practices and activities, both individually and in social or community contexts. This approach to entry not only reflects a broadening access mission, it claims richness in diversity of views and voices and it acknowledges the emerging patterns of media ownership, adoptions and street innovations that shape the world.

Non Standard Applicants / Direct Applicants into Years 2 or 3

If you have prior higher education or equivalent work experience, it may be possible for this to be taken into account, to enable advanced entry to your chosen programme. For example, if you have a Foundation Degree/HND in an appropriate subject and are aiming to achieve an honours degree, you may be considered for exemption from Level 4 and/or Level 5 studies (the equivalent of the first and second year of a full-time degree). You may also be awarded credit for relevant prior learning such as previous courses studied (APCL) or your industrial, professional or other experience (APEL).

English Language

All international students are required to demonstrate suitable levels of English language competence. This can be through previous study in English, but we often require specific performance in English tests. All undergraduates must be able to prove a minimum of IELTS 6.0, TOEFL 213 or equivalent.

The programme is subject to the University's Principles, Policies and Regulations for the Admission of Students to Undergraduate and Taught Postgraduate Programmes (in [UPR SA03](#)), along with associated procedures. These will take account of University policy and guidelines for assessing accredited prior certificated learning (APCL) and accredited prior experiential learning (APEL).

If you would like this information in an alternative format please contact:

School of Creative Arts, University of Hertfordshire

Telephone: 01707 285300

Email: ctaadmin@herts.ac.uk

If you wish to receive a copy of the latest Programme Annual Monitoring and Evaluation Report (AMER) and/or the External Examiner's Report for the programme, please email a request to aqo@herts.ac.uk

BA (Hons) Digital Media Design

Table 2: Development of Intended Programme Learning Outcomes in the Constituent Modules

This map identifies where the programme learning outcomes are assessed in the constituent modules. It provides (i) an aid to academic staff in understanding how individual modules contribute to the programme aims (ii) a checklist for quality control purposes and (iii) a means to help students monitor their own learning, personal and professional development as the programme progresses.

		Programme Learning Outcomes (as identified in section 1 and the following page)																						
		Knowledge & Understanding						Intellectual Skills					Practical Skills					Transferable Skills						
Module Title		Module Code	A1	A2	A3	A4	A5	A6	B1	B2	B3	B4	B5	C1	C2	C3	C4	C5	D1	D2	D3	D4	D5	
Level 4	Design and Creative Practices 1	4CTA1214	X	X	X	X	X		X	X		X		X	X	X		X	X		X	X		
	Design and Creative Practices 2	4CTA1215	X				X	X	X		X	X	X	X	X		X	X	X	X	X	X	X	X
	Media in Mind: Histories, Theories, Contexts (C&CS)	4CTA1216		X	X	X		X		X	X		X			X	X			X			X	
Level 5	Year Abroad	5CTA0001	X	X	X	X		X		X	X	X	X	X		X	X		X	X	X			
	Study Abroad	5CTA1167	X	X	X	X		X		X	X	X	X	X		X	X		X	X	X			
	Teamwork Practices	5CTA1152	X		X		X		X		X	X		X			X	X	X		X	X		
	Independent Project	5CTA1153	X				X	X					X	X	X	X	X		X					
	Mobile and Web Application Design	5CTA1154	X	X					X		X	X			X			X		X		X		
	Storytelling and Gaming	5CTA1155	X		X	X				X		X		X			X							
	Connections and Perspectives I: Exploring Creative Media and Digital Cultures	5CTA1157		X	X	X		X		X	X		X			X			X	X	X		X	
	Connections and Perspectives II: Exploring Creative Media and Digital Cultures	5CTA1158		X	X	X		X		X	X		X			X			X	X	X		X	
Level 6	Sandwich Year (Creative Arts)	6CTA1008																	X	X	X	X	X	
	Year Abroad (Creative Arts)	6CTA0001	X	X	X	X		X		X	X	X	X	X		X	X		X	X	X			
	Degree Project	6CTA1102	X	X	X	X	X	X	X			X	X	X	X	X	X	X	X		X	X	X	
	Dissertation (C&CS)	6CTA1103		X	X	X				X	X	X				X		X		X			X	
	Professional Practices	6CTA1104	X		X		X	X	X	X	X		X	X	X		X	X	X		X	X		

Key: Learning Outcome which is assessed as part of the module

KEY TO PROGRAMME LEARNING OUTCOMES

Knowledge and Understanding

- A1. Processes of digital media design and realisation which include enquiry, planning, realisation and evaluation of outcomes and the techniques, processes and technologies used to create media artefacts and document the processes involved.
- A2. The history of communication and media technologies and a recognition of the different ways in which the history of and current developments in, media and communication in a globalising culture can be understood in relation to technological change.
- A3. The roles of communication systems, modes of representations and systems of meaning in the ordering of societies and of particular media forms and genres and the way in which they organise understandings, meanings and affects.
- A4. The ways in which people engage with cultural texts and practices and make meaning from them, of the aesthetic and formal qualities at play and their relation to meanings, in particular cultural forms and an understanding of the narrative processes, generic forms and modes of representation at work in media and cultural texts.
- A5. Processes for the creative invention of content and form of artefacts fit for a given purpose, the design decision process, the handling of digital media processes.
- A6. Understand the contested nature of some objects of study within the fields of communication, media, film and cultural studies and the social and political implications of the judgements that are made.

Intellectual Skills

- B1. Formulate and define media artefacts using design decision making methodologies including the ability to invent, propose and select from alternatives, consider audiences and evaluate artefacts in terms of their fitness for a stated purpose, consideration of aesthetic and formal elements and processes of testing and evaluation.
- B2. Understand forms of communication, media and culture as they have emerged historically and appreciate the processes through which they have come into being with appropriate reference to the diversity of contemporary cultures and an understanding of how different groups variously make use of and engage with forms of communication, media and culture.
- B3. Consider and evaluate their own work in a reflexive manner, with reference to academic and/or professional issues, debates and conventions.
- B4. Evaluate designs for interactive media artefacts that are fit for purpose in terms of audiences, contexts and underlying technologies.
- B5. Critically appraise some of the widespread common sense understandings and misunderstandings of the field, as well as identify the debates and disagreements to which these give rise.

Key to Programme Learning Outcomes

Practical Skills

- C1. Use a range of digital media software applications, associated hardware and storage devices and design methodologies to realise project artefacts of an appropriate quality including the documentation of design decisions and processes.
- C2. Generate media artefacts using appropriate tools and techniques in response to a given brief or one of their own devising and which shows competence in operational aspects of media production technologies, systems, techniques and professional practices.
- C3. Put to use a range of IT skills such as data analysis, word-processing, search engines and other systems to gather, evaluate and use information of many kinds.
- C4. Initiate, develop and realise distinctive expressive and creative work within various forms of digital and/or electronic media and experiment, as appropriate, with forms, conventions, languages, techniques and practices.
- C5. Use quantitative and qualitative approaches to gather material and use appropriate methodologies to reach sound conclusions.

Transferable Skills

- D1. Work in flexible, creative and independent ways, showing self-discipline, self-direction and reflexivity.
- D2. Gather, organise and evaluate sources and deploy ideas and information in order to formulate arguments cogently and express them effectively in written, oral or in other forms, to record experiences and solve problems.
- D3. Communicate effectively in inter-personal settings, in writing and in a variety of media and work productively in a group or team, showing abilities at different times to listen, to contribute and lead effectively.
- D4. Be adaptable, creative and self-reflexive in producing output for a variety of audiences and in a variety of media forms.
- D5. Show insight into a range of attitudes and values arising from globalisation, international traditions and practices within and beyond their discipline.

Section 2

Programme management

Relevant QAA subject benchmarking statements

Communication, media, film and cultural studies,
General Business and Management and Art and
Design

Type of programme

Undergraduate

Date of validation/last periodic review

January 16

Date of production/ last revision of PS

March 2018 / March 2017

Relevant to level/cohort

Level 4 entering September 2018

Administrative School

School of Creative Arts

Table 3 Course structure

Course Details														
Course Code		Course Description				JACS								
CTDMD		BA (Hons) Digital Media Design				P390								
						Possible Routes (read the column down to understand the route)								
Instance Code	Intake	Stream	Instance Year	Location	Mode of Study	1	2	3	4	5	6	7	8	9
DMD1S	A	BA (Hons) Digital Media Design	1	UH Hatfield Campus	Full-time/sandwich	x	x	x	x	x	x	x	x	
DMD2S	A	BA (Hons) Digital Media Design	2	UH Hatfield Campus	Full-time/sandwich	x			x	x	x			
DMD2AS	A	BA (Hons) (SW/YAB) Digital Media Design	2	UH Hatfield Campus	Study Abroad		x	x						
DMD2RAS	A	BA (Hons) (SW/YAB) Digital Media Design	2	UH Hatfield Campus	Replacement Study Abroad							x	x	
DMD3AS	A	BA (Hons) (SW/YAB) Digital Media Design	3	UH Hatfield Campus	Study Abroad				x					
DMD3F	A	BA (Hons) Digital Media Design	3	UH Hatfield Campus	Full-time	x							x	
DMDL53S	A	BA (Hons) (SW/YAB) Digital Media Design	3	UH Hatfield Campus	Sandwich Post Study Abroad		x	x						
DMD3PS	A	BA (Hons) (SW) Digital Media Design	3	UH Hatfield Campus	Sandwich Placement					x		x		
DMD3CPS	A	BA (Hons) (SW) Digital Media Design	3	UH Hatfield Campus	Combined Work Placement and Study Abroad						x			
DMD4S	A	BA (Hons) (SW/YAB) Digital Media Design	4	UH Hatfield Campus	Sandwich		x		x	x	x	x		
DMD4PS	A	BA (Hons) (SW/YAB) Digital Media Design	4	UH Hatfield Campus	Sandwich Placement			x						
DMD5S	A	BA (Hons) (SW/YAB) Digital Media Design	5	UH Hatfield Campus	Sandwich			x						

Possible Routes:

1. Full - Time 3 year route.
2. Student doing additional study abroad in year 2, returning to complete Level 5 in year 3, progressing to Level 6 in year 4.
3. Student doing additional study abroad in year 2, returning to complete Level 5 in year 3. Student doing placement in year 4 and progressing to Level 6 in year 5.
4. Student doing additional study abroad in year 3, progressing to Level 6 in year 4.
5. Student doing a placement in year 3, progressing to Level 6 in year 4.
6. Student doing additional study abroad / placement in year 3, progressing to Level 6 in year 4.
7. Student doing Level 5 as a replacement study abroad in year 2, followed by a placement in year 3, progressing to Level 6 in year 4.
8. Student doing Level 5 as a replacement study abroad in year 2, progressing to Level 6 in year 3.

Table 4: Transitional Arrangements

The new programme structure, modules and titles will be phased in starting from September 2017 at Level 4 and concluding in 2019-20 at Level 6. The table below maps the transitional arrangements for students required to repeat modules changing as part of this review.

Academic Year 2017-2018

Modules that have been failed	Modules that student is enrolled on to repeat	Activity
Pixel, Image and Sound, 4CTA1014 This is a 30 credit module	Digital and Creative Practices 1, 4CTA1214 This is a 45 credit module	Students will be re-enrolled on the module 4CTA1014. Repeating students will be taught alongside students registered on 4CTA1214. Students will submit 2 (out of the 3 assignments) from 4CTA1214.
2D Animation and Video Practices, 4CTA1015 / Screen Moves, 4CTA1013 This is a 30 credit module	Digital and Creative Practices 1, 4CTA1214 This is a 45 credit module	Students will be re-enrolled on the module 4CTA1015/4CTA1013. Repeating students will be taught alongside students registered on 4CTA1214. Students will submit 2 (out of the 3 assignments) from 4CTA1214.
Principles and Practices of Interactive Media, 4CTA1018 This is a 30 credit module	Digital and Creative Practices 2, 4CTA1215 This is a 45 credit module	Students will be re-enrolled on the module 4CTA1018. Repeating students will be taught alongside students registered on 4CTA1215. Students will submit 2 (out of the 3 assignments) from 4CTA1215.
Timelines: An Archaeology of New Media, 4MMF0030 This is a 30 credit module	Digital and Creative Practices 2, 4CTA1215 This is a 45 credit module	Students will be re-enrolled on the module 4MMF0030. Repeating students will be taught alongside students registered on 4CTA1215. Students will submit 2 (out of the 3 assignments) from 4CTA1215.

Academic year 2018 – 2019

Modules that have been Failed	Modules that student is enrolled on to Repeat	Activity
<p>Teamwork Practices, 5MMF0044</p> <p>This is a 30 credit module</p>	<p>Teamwork Practices, 5CTA1152</p> <p>This is a 30 credit module</p>	<p>Students will repeat the module</p>
<p>Authoring Interactive Narratives, 5MMF0043 / Web Communities and Interactive Cultures, 5CTA1024</p> <p>This is a 30 credit module</p>	<p>Independent Project, 5CTA1153</p> <p>This is a 15 credit module</p>	<p>Students will be re-enrolled on the module 5MMF0043/5CTA1024.</p> <p>Repeating students will be taught alongside students registered on 5CTA1153.</p> <p>Students will submit 1 assignment from 5CTA1153.</p>
<p>Content Management, 5MMF0042</p> <p>This is a 30 credit module</p>	<p>Mobile and Web Application Design, 5CTA1154</p> <p>This is a 15 credit module</p>	<p>Students will be re-enrolled on the module 5MMF0042.</p> <p>Repeating students will be taught alongside students registered on 5CTA1154.</p> <p>Students will submit all assignment from 5CTA1154 along with a report.</p>
<p>Windows, Mirrors, Pathways, 5MMF0046</p> <p>This is a 30 credit module</p>	<p>Mobile and Web Application Design, 5CTA1154</p> <p>This is a 15 credit module</p>	<p>Students will be re-enrolled on the module 5MMF0046.</p> <p>Repeating students will be taught alongside students registered on 5CTA1154.</p> <p>Students will submit all assignment from 5CTA1154 along with a report.</p>
<p>Connections and Perspectives, 5CTA1078</p> <p>This is a 30 credit module</p>	<p>Connections and Perspectives I and II 5CTA1157 and 5CTA1158</p> <p>These are 2, 15 credit modules</p>	<p>Students will repeat the module enrolling on the Connections and Perspectives I and II modules.</p>

Academic year 2019 – 2020

Modules that have been Failed	Modules that student is enrolled on to Repeat	Activity
Emergent Media and Markets 6MMF0075 This is a 15 credit module	Professional Practices 6CTA1104 This is a 30 credit module	Students will be re-enrolled on the module 6MMF0075. Repeating students will be taught alongside students registered on 6CTA1104. Students will submit assignment 1 from 6CTA1104.
Professional Contexts and Career Visions, 6MMF0042 This is a 15 credit module	Professional Practices, 6CTA1104 This is a 30 credit module	Students will be re-enrolled on the module 6MMF0042. Repeating students will be taught alongside students registered on 6CTA1104. Students will submit assignment 2 from 6CTA1104.
Enquiry/Report/Essay (Screen), 6CTA1016 This is a 30 credit module	Dissertation (C&CS), 6CTA1103 This is a 30 credit module	Students will repeat the module.
Project Planning and Management, 6CTA1010 This is a 15 credit module	Degree Project, 6CTA1102 This is a 60 credit module	Students will be re-enrolled on the module 6CTA1010. Repeating students will be taught alongside students registered on 6CTA1102. Students will submit assignment 1 from 6CTA1102.
Project Realisation, 6CTA1009 This is a 30 credit module	Degree Project, 6CTA1102 This is a 60 credit module	Students will be re-enrolled on the module 6CTA1009. Repeating students will be taught alongside students registered on 6CTA1102. Students will submit assignments 3 and 4 from 6CTA1102.
Competitions, Festivals, Exhibitions, 6MMF0060 This is a 15 credit module	Professional Practices, 6CTA1104 This is a 30 credit module	Students will be re-enrolled on the module 6MMF0060. Repeating students will be taught alongside students registered on 6CTA1104. Students will submit 1 assignment from 6CTA1104.
Web Arts, 6MMF0026 This is a 15 credit module	Professional Practices, 6CTA1104 This is a 30 credit module	Students will be re-enrolled on the module 6MMF0026. Repeating students will be taught alongside students registered on 6CTA1104. Students will submit 1 assignment from 6CTA1104.