



**School of Computing, Engineering and Built Environment**

**Programme Specification for**

**MSc 3D Design for Virtual Environments**

with additional pathways

**MSc 3D Design for Architecture**

**MSc 3D Design for Computer Games**

**MSc 3D Design for Visual Effects**

**15TDSVEV**

2022/23

## Programme Specification Pro-forma (PSP)

### 1. GENERAL INFORMATION

1. <b>Programme Title:</b>	MSc 3D Design for Virtual Environments
2. <b>Final Award:</b>	Master of Science in 3D Design for Virtual Environments Master of Science in 3D Design for Architecture Master of Science in 3D Design for Computer Games Master of Science in 3D Design for Visual Effects
3. <b>Exit Awards:</b>	Postgraduate Certificate (unnamed) Postgraduate Diploma in 3D Design for Virtual Environments
4. <b>Awarding Body:</b>	Glasgow Caledonian University
5. <b>Period of Approval:</b>	September 2023 to August 2028
6. <b>School:</b>	Computing, Engineering and Built Environment
7. <b>Host Department:</b>	Applied Computer Games
8. <b>UCAS Code:</b>	N/A
9. <b>PSB Involvement:</b>	N/A
10. <b>Place of Delivery:</b>	Full-time at Glasgow City Campus
11. <b>Subject Benchmark Statement:</b>	QAA Subject Benchmark Statement:
12. <b>Dates of PSP Preparation/Revision:</b>	December 2022

### 2. EDUCATIONAL AIMS OF THE PROGRAMME

The aim of this suite of programmes is to enable students to develop advanced skills, knowledge and understanding within the field of 3D Visualisation and Computer Animation, which will equip them to become skilled professionals in the 3D Design, Architectural Visualisation, Computer Games and Visual Effects Industries.

This course is oriented towards current industrial needs, technology and practice and is designed to provide the students with the key skills required to develop both practical and theoretical proficiency in any specialist area of 3D animation. The programme aims to provide an opportunity for undergraduates from a wide range of disciplines to develop their 3D design and visualisation skills and at the same time increase their independent learning abilities to enhance and promote their continuing professional development.

The programme aims are:

- To provide a comprehensive and balanced programme of creative and design skills;
- To develop well trained and educated individuals who will be capable of creating high quality three dimensional visualisations;
- To provide competence in relevant design processes and appropriate software skills;
- To develop a knowledge of and competence in the design, development and production of high resolution three dimensional visualisations;
- To develop a critical approach to the evaluation of a design brief;
- To develop a students' ability to work independently.

#### 4. PROGRAMME STRUCTURES AND REQUIREMENTS, LEVELS, MODULES, CREDITS AND AWARDS

The programme is designed to be non-progressive and students do not require to pass at a particular level to progress to the next. However, students would normally be expected to have successfully completed all trimester A and B modules before being allowed to progress to the MSc Project in trimester C. Decisions on student progression will be referred to the appropriate assessment board.

Each full time academic year consists of two teaching trimesters followed by a third trimester (typically over the summer period) devoted to the project. Trimester A & B each consist of four 15 credit modules.

##### SCQF Level 11

##### Trimester A

Module Code	Module Title	Credit
MMI125052	Digital Media Technology	15
MMI125050	Digital Media Development	15
MMG525055	Video Editing and Compositing	15
MMG525053	Motion Graphics and Visual Effects	15
		<b>60</b>

##### Trimester B

Module Code	Module Title	Credit
MMI125051	Digital Media Publishing	15
MMI125049	Digital Media Commercialisation	15
MMI126424	3D Production for Virtual Reality	15
MMG526752	Research Studies for Computing and Creative Technologies	15
		<b>60</b>

##### Trimester C

Module Code	Module Title	Credit
MMH724274	MSc Project	<b>60</b>
		<b>180</b>

##### Exit Awards

Students who accumulate at least 60 Credits from any combination of Trimester A and or Trimester B modules will be awarded the unnamed Postgraduate Certificate

Students who accumulate 120 Credits by successfully completing all Trimester A and Trimester B modules will be awarded the Postgraduate Diploma in 3D Design for Virtual Environments.

Students who accumulate 180 Credits by successfully completing all Trimester A and Trimester B modules and the MSc Project without specialising in a particular pathway will be awarded the Master of Science in 3D Design for Virtual Environments

##### Pathway Awards

In order to be eligible for a named award in a specific pathway the student's final MSc Project topic must be directly related to the particular pathway. Additionally students must have demonstrated significant specialisation in the Digital Media Publishing and Digital Media Commercialisation modules. Having met these criteria to the satisfaction of the assessment board, students will be awarded the appropriate named award

Master of Science in 3D Design for Architecture

or

Master of Science in 3D Design for Computer Games

or

Master of Science in 3D Design for Visual Effects

## **8. ASSESSMENT REGULATIONS**

Students should expect to complete their programme of study under the [Regulations](#) that were in place at the commencement of their studies on that programme, unless proposed changes to University Regulations are advantageous to students.

The Glasgow Caledonian University Assessment Regulations

<https://www.gcu.ac.uk/aboutgcu/supportservices/qualityassuranceandenhancement/regulationsandpolicies> apply to this programme