



**School of Engineering and Built Environment**

**Abridged 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**

June 2019

**Programme Specification Pro-forma (PSP)**

**1. GENERAL INFORMATION**

<b>1. Programme Title:</b>	3D Design for Virtual Environments with pathways 3D Design for Architecture 3D Design for Computer Games 3D Design for Visual Effects
<b>2. Final Award:</b>	MSc
<b>3. Exit Awards:</b>	PgCert PgD 3D Design for Virtual Environments
<b>4. Awarding Body:</b>	Glasgow Caledonian University
<b>5. Approval Date:</b>	November 2017
<b>6. School:</b>	School of Engineering and Built Environment
<b>7. Host Department:</b>	Applied Computer Games
<b>8. UCAS Code:</b>	N/A
<b>9. PSB Involvement:</b>	N/A
<b>10. Place of Delivery:</b>	Glasgow Caledonian University
<b>11. Subject Benchmark Statement:</b>	Creative Technology
<b>12. Dates of PSP preparation/revision:</b>	June 201

**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.

### 3. PROGRAMME STRUCTURES AND REQUIREMENTS, LEVELS, MODULES AND CREDITS

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 the Digital Media Technology/Development and Digital Media Publishing/Commercialisation modules

Each full time academic year consists of two teaching trimesters followed by a third trimester (over the summer period) devoted to the project. Trimester 1 consists of four 15 credit modules and 7.5 credits from MMG520532 Research Studies for Computing and Creative Technologies. Trimester 2 consist of three 15 credit modules and the remaining 7.5 credits from MMG520532.

<b>Trimester 1</b>		
<b>Module Code</b>	<b>Module Title</b>	<b>Credits</b>
MMI125052	Digital Media Technology	15 SHEM
MMI125050	Digital Media Development	15 SHEM
MMG525055	Video Editing and Compositing	15 SHEM
MMG525053	Motion Graphics and Visual Effects	15 SHEM
MMG520532	Research Studies for Computing and Creative Technologies	7.5 SHEM Trimester 1 and 2

<b>Trimester 2</b>		
<b>Module Code</b>	<b>Module Title</b>	<b>Credits</b>
MMI125051	Digital Media Publication	15 SHEM
MMI125049	Digital Media Commercialisation	15 SHEM
MMI122372	Digital Portfolio and Industrial Production Techniques	15 SHEM
MMG520532	Research Studies for Computing and Creative Technologies	7.5 SHEM Trimester 1 and 2
<b>Module Code</b>	<b>Module Title</b>	<b>Credits</b>
MMH724274	Project	60 SHEM

**Table 1.3 Programme Curriculum –**  
 MSc/PgD 3D Design for Virtual Environments<sup>1</sup>  
 with additional pathways  
 MSc 3D Design for Architecture  
 MSc 3D Design for Computer Games  
 MSc 3D Design for Visual Effects

## **EXIT AWARDS**

Students who accumulate at least 60 Credits from any combination of Trimester 1 and or Trimester 2 modules will be awarded the unnamed PgCert.

Students who accumulate 120 Credits by successfully completing all Trimester 1 and Trimester 2 modules will be awarded the named PgD in 3D Design for Virtual Environments.

Students who accumulate 180 Credits by successfully completing all Trimester 1 and Trimester 2 modules and the MSc Project without specialising in a particular pathway will be awarded the MSc in 3D Design for Virtual Environments

Students who accumulate 180 Credits by successfully completing all Trimester 1 and Trimester 2 modules and the MSc Project in a specific pathway will be awarded the MSc in 3D Design for Architecture, Computer Games or Visual Effects as appropriate.

## **PROGRAMME DURATIONS**

Full Time: PgD – 2 Trimesters ( 9 Months );

Full Time: MSc – 3 Trimesters ( 1 Year )

## **SHORT COURSE DELEGATES**

Organised in the way described above, the programme is made suitable for industrial courses or Continuous Professional Development (CPD) for interested individuals from industry. Students who wish to study particular or specific modules can do so by attending one day per week for 6 weeks for 15 credit modules.

## 4. ASSESSMENT REGULATIONS

### Assessment rules:

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

[http://www.gcu.ac.uk/media/gcalwebv2/theuniversity/aqd/University\\_Assessment\\_Regulations\\_2017\\_18\\_Taught\\_Postgraduate.pdf](http://www.gcu.ac.uk/media/gcalwebv2/theuniversity/aqd/University_Assessment_Regulations_2017_18_Taught_Postgraduate.pdf) apply to this programme.

### Summary of classification of marks:

The criteria for the award of 'with Merit' or 'with Distinction' are as follows:

Merit:

- i) overall credit-weighted average of the modules used in the calculation, within the range 65% to 69%, and
- ii) passed all modules undertaken at the level of the award at the first attempt, and
- iii) passed all modules included in the calculation at the first attempt.

Distinction:

- i) overall credit-weighted average of the modules used in the calculation, equal to 70% or greater and
- ii) passed all modules undertaken at the level of the award at the first attempt, and
- iii) passed all modules in the calculation at the first attempt with a mark of 55% or greater and
- iv) where the award has a project/dissertation module (or equivalent), the mark for that module is not less than 70%

