

Programme Specification Pro-forma (PSP)

1. GENERAL INFORMATION

1. Programme Title:	BSc / BSc (Hons) Applied Psychology
2. Final Award:	BSc (Honours) in Applied Psychology
3. Exit Awards:	Cert in Higher Ed / Diploma in Higher Ed / BSc Applied Psychology
4. Awarding Body:	Glasgow Caledonian University
5. Approval Date:	June 2014
6. School:	School of Health and Life Sciences
7. Host Department:	Psychology
8. UCAS Code:	C810
9. PSB Involvement:	The British Psychological Society.
• Place of Delivery:	Glasgow Caledonian University
• Subject Benchmark Statement:	Psychology
• Dates of PS Preparation/	
Revision:	January 2002; subsequent revisions; last revised October 2015

2. EDUCATIONAL AIMS OF THE PROGRAMME

BSc (Hons) Applied Psychology

The overall aim of the programme is to enable students graduating with an honours degree, to apply for post-graduate training in a specialist area of psychology, to meet the accreditation requirements of the British Psychological Society (BPS), provided that they take the specified modules. To confer eligibility on Honours graduates for the Graduate Basis for Chartered membership (GBC), if the minimum standard of a Lower Second Class Honours Degree is achieved and the *Psychology Empirical Project* is passed. The specified modules on the programme cover applied psychology and the main areas required by the BPS - biological psychology, cognitive psychology, individual differences, social psychology, developmental psychology, research methods, conceptual and historical issues and the empirical project.

The programme also aims:

To provide option modules in Biology, Social Sciences and Modern Languages which students can take through the programme.

To provide an intellectually stimulating set of psychology modules with which students can become actively engaged, with a number of options with an applied orientation particularly at the later levels.

To promote within the students an appreciation for, and the ability to pursue, a scientific approach to psychology, as well as a critical awareness of the strengths and limitations of such an approach.

To encourage our students to recognise the importance of, and engage with issues concerning, employability from an early stage; to help them develop the knowledge, skills and attitudes which will allow them to gain appropriate employment when they graduate, and to develop as civic-minded, global citizens.

To allow students to have the opportunity to relate a work experience to psychology at level three (SCQF 9). This will allow students to develop their skills and gain work experience in an applied psychology setting or in relevant employment where knowledge of psychology may be an advantage.

BSc (Hons) Applied Psychology with Interactive Entertainment (APIE) route also has the following aims: promote within the students an appreciation for, and the knowledge and skills to pursue, an understanding of psychology and computer games design.

To enable students to acquire good skills in analysis, synthesis and communication.

To enable students to develop a cultural understating of computer games and the computer games industry.

To enable students to develop a critical approach to the evaluation of computer games with specific reference to the impact of the game on the user.

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

At each level, students must achieve 120 credits whose ratings conform to the University's approved Qualifications Framework criteria. At most levels, this means that at least 90 credits (effectively, 5 full modules) must be rated at that level. Full-time students must normally take three 20 credit modules (or equivalent) in each trimester. The non-psychology options currently promoted on the programme span the following disciplines: Biosciences, Social Sciences and Modern Languages. Only the psychology modules are shown here. BPS required modules are also shown in **bold**.

SCQF Level 7 (University Level 1)

Module Code	Module Title	Credit
M1C822905	Foundations in Psychology	20
M1C822906	Applied Psychology 1	40
M1C822907	Introduction to Psychological Inquiry	20
M1B022653	Foundations for Interprofessional Practice	20
	Option from Biology, Social Science, Modern Languages	20

Exit Award - Certificate of Higher Education (120 credits)

SCQF Level 8 (University Level 2)

Module Code	Module Title	Credit
M2C823058	Applied Psychology 2	40
M2C823059	Introduction to Research in Psychology	20
M2C823756	Intro to Biological, Cognitive and Developmental Psy	20
M2C821061	Interprofessional Working in Teams	20
Option Module		
M2C821087	Political & Environmental Issues in Psychology	20
	or other options from Biology, Social Science, Modern Languages	

Exit Award - Diploma of Higher Education (240 credits)

SCQF Level 9 (University Level 3)

Module Code	Module Title	Credit
M3C823088	Applying Research Methods in Psychology	20
M3C823145	Personality and Individual Differences	20
M3C823086	Social Psychology	20
M3C823087	Applied Human Cognition	20
M3C823144	Physiology of Behaviour	20
M3C823089	Work Based Learning in Psychology	20

Exit Award – BSc Applied Psychology (360 credits)

SCQF Level 10 (University Level 4)

Module Code	Module Title	Credit
MHC823131	Empirical Project	40
MHC823132	Developmental Science and Applied Contexts	20
MHC823133	Mental Health and Wellbeing	20
Two Options from		
MHC823134	Counselling Psychology	20
MHC823135	Cyberpsychology	20
MHC823136	Forensic Psychology	20
MHC823137	Health Psychology	20
or one option from Biology, Social Science, Modern Languages		20

Exit Award – BSc (Hons) Applied Psychology (480 credits)

If students take one of the option modules at level four and also complete their Psychology Empirical Project in the same area this can be indicated in the name of the award. For example, BSc (Hons) Applied Psychology (Health).

BSc (Hons) Applied Psychology with Interactive Entertainment Route

SCQF Level 7 (University Level 1)

Module Code	Module Title	Credit
M1C822905	Foundations in Psychology	20
M1C822906	Applied Psychology 1	40
M1C822907	Introduction to Psychological Inquiry	20
M1I622928	Introduction to Games Design	20
M1I405187	Integrated Project 1	20

Exit Award - Certificate of Higher Education (120 credits)

SCQF Level 8 (University Level 2)

Module Code	Module Title	Credit
M2C823058	Applied Psychology 2	40
M2C823059	Introduction to Research in Psychology	20
M2C823756	Intro to Biological, Cognitive and Developmental Psy	20
M2I622930	Games Design 1	20
M2I622931	Human Computer Interaction	20

Exit Award - Diploma of Higher Education (240 credits)

SCQF Level 9 (University Level 3)

Module Code	Module Title	Credit
M3C823088	Applying Research Methods in Psychology	20
M3C823145	Personality and Individual Differences	20
M3C823086	Social Psychology	20
M3C823087	Applied Human Cognition	20
M3I622933	Usability Research	20
M3C823089	Work Based Learning in Psychology	20

Exit Award – BSc Applied Psychology (360 credits)

SCQF Level 10 (University Level 4)

Module Code	Module Title	Credit
MHC823131	Empirical Project	40

80 credits from the following modules, with at least one Games Design module taken at level four. Modules required for BPS recognition highlighted in bold.

MHC823132	Developmental Science and Applied Contexts	20
M3C823144	Physiology of Behaviour	20
MHC823134	Counselling Psychology	20
MHC823135	Cyberpsychology	20
MHC823136	Forensic Psychology	20
MHC823137	Health Psychology	20
MHI622935	Affective Behaviour	20
MHI622936	Game Narrative	20
MHI622931	Serious Games Design	20
MHI622937	Game System Design	20

Exit Award – BSc (Hons) Applied Psychology (480 credits)

3. ASSESSMENT REGULATIONS

The Glasgow Caledonian University Assessment Regulations:
<http://www.gcu.ac.uk/media/gcalwebv2/theuniversity/gag/gaqfiles/assessmentregulations/University%20Assessment%20%20Regulations%202015-16%20Undergraduate.pdf>
apply to this programme.