

Programme Regulations 2009/10

Master of Science in Computer Game Engineering

Code: 5152

Notes:

- (i) *These programme regulations should be read in conjunction with the University's Masters Progress Regulations and Examination Conventions.*
- (ii) *A core module is a module which a student must pass, and in which a fail mark may neither be carried nor compensated; such modules are designated by the board of studies as essential for progression to a further stage of the programme or for study in a further module.*
- (iii) *A compulsory module is a module which a student must take.*

1. Programme structure

- (a) The programme is available for study in full-time mode only.
- (b) The period of study for full-time mode shall be 1 year starting in September.
- (c) The programme comprises modules to a credit value of 180.
- (d) All candidates shall take the following compulsory modules:

<i>Code</i>	<i>Descriptive title</i>	<i>Total Credits</i>	<i>Credits Sem 1</i>	<i>Credits Sem 2</i>	<i>Credits Sem 3</i>	<i>Level</i>	<i>Type</i>
CSC8501	Programming for Games	20	20			7	Blocked
CSC8502	Graphics for Games	20	20			7	Blocked
CSC8503	Game technologies	20	20			7	Blocked
CSC8504	Research Methods for Gaming Innovations	10		10		7	
CSC8505	Entrepreneurial and Enterprise Skills in the Games Industry	5		5		7	
CSC8506	Engineering Gaming Solutions within a Team	15		15		7	
CSC8509	Project and Dissertation in Computer Game Engineering	90		30	60	7	Core

2. Assessment methods

Details of the assessment pattern for each module are explained in the module outline.

3. Other

A number of areas in which specific regulations have been defined for this programme, and approved by the Faculty's Teaching and Learning Committee, are documented below, and in these areas these provisions take precedence over other University regulations.

Progression within the degree in Computer Game Engineering

Two assessed components comprise the MSc degree in Computer Game Engineering:

- Component 1: three 20-credit modules, one 10-credit module, one 15-credit module and one 5-credit module.
- Component 2: 90-credit individual project with dissertation module.

In order to be permitted to start Component 2 a candidate must:

- obtain a weighted average mark for Component 1 of at least 50, prior to any compensation rule being applied,
- and have no module mark below 40,
- and have failed no more than 40 credits.

Award of the MSc degree in Computer Game Engineering

To obtain the MSc degree, candidates must satisfy the examiners in both assessed components as follows. For the purpose of clarification, in what follows the pass decision and weighted average mark reflect the achievement after any compensation rules have been applied to individual module assessments.

- A student will be recommended for the award of MSc with Distinction if at the first attempt they have achieved a pass mark in 180 credits with a weighted average mark across all 180 credits of at least 70 and have a Component 2 mark of at least 70.
- A student will be recommended for the award of MSc with Merit if at the first attempt they have achieved a pass mark in 180 credits with a weighted mark across all 180 credits of at least 60 and have a Component 2 mark of at least 60.
- A student will be recommended for the award of MSc if they have achieved a pass mark in 180 credits.