Programme Regulations: 2016/17

Programme Title: Degree of Master of Science in Computer Game Engineering - Code: 5152 F

Notes:
(i) These programme regulations should be read in conjunction with the University’s Masters Progress Regulations and Examination Conventions.
(ii) A compulsory module is a module which a student must take.
(iii) All modules are delivered in Linear mode unless stated otherwise.

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:

<table>
<thead>
<tr>
<th>Code</th>
<th>Descriptive title</th>
<th>Total Credits</th>
<th>Credits</th>
<th>Credits</th>
<th>Credits</th>
<th>Level</th>
<th>Mode</th>
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<tbody>
<tr>
<td>CSC8501</td>
<td>Advanced Programming for Games</td>
<td>20</td>
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<td>7</td>
<td>Block</td>
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<tr>
<td>CSC8502</td>
<td>Advanced Graphics for Games</td>
<td>20</td>
<td>20</td>
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<td>7</td>
<td>Block</td>
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<tr>
<td>CSC8503</td>
<td>Advanced Game Technologies</td>
<td>20</td>
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<td>Block</td>
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<tr>
<td>CSC8504</td>
<td>Research Methods for Gaming Innovations</td>
<td>10</td>
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<tr>
<td>CSC8505</td>
<td>Entrepreneurial and Enterprise Skills in the Games Industry</td>
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<tr>
<td>CSC8506</td>
<td>Engineering Gaming Solutions within a Team</td>
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<tr>
<td>CSC8509</td>
<td>Project and Dissertation in Computer Game Engineering</td>
<td>90</td>
<td>30</td>
<td>60</td>
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<td>7</td>
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</tr>
</tbody>
</table>

2. Assessment methods

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

This programme is designed to produce graduates who will be expected to be equally capable in theoretical and practical aspects of their subject and it is essential that only students of equally high calibre in both aspects of the programme are eligible for merit and distinction awards. Therefore the regulations are as follows:

Course Requirements

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

Progression within the MSc 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 5-credit module and one 15-credit group project 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,
- and have failed no more than 20 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.

- A student will be recommended for the award of MSc with Distinction if 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 they have achieved a pass mark in 180 credits with a weighted average 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 at least 160 credits with a weighted average mark across all 180 credits of at least 50.