

Course Specification

Course Summary Information			
1	Course Title		BSc (Hons) Digital Media Computing
2	BCU Course Code	UCAS Code	US0878 P310
3	Awarding Institution		Birmingham City University
4	Teaching Institution(s) (if different from point 3)		
5	Professional Statutory or Regulatory Body (PSRB) accreditation (if applicable)		

6	Course Description
	<p>We've developed this multidisciplinary course to combine computing and digital media. You'll be prepared for a world seeking those able to develop the next generation of digital media products.</p> <p>You'll study with support of the latest in digital media technology equipment. This includes digital TV studios, edit and dubbing suites.</p> <p>What's covered in the course?</p> <p>Our Digital Media Computing course is an intellectually challenging and highly rewarding programme that covers everything from coding to animation. It will prepare you to meet the professional and technical demands of industry.</p> <p>In the first year you will learn underlying principles of computer science, as well as visual design and human computer interaction, bringing these together through a collaborative innovation project and taking part in our annual Innovation Fest. This is where students get together to solve society's problems with creative technology. Previous projects have included medical assistance drones, accessible gaming controllers, and smart housing solutions. The event brings together students, academics and industry guests, so it's a great way to have fun, build experience and network, and win prizes!</p> <p>During the second and third year of study you will explore more in-depth the areas of web application development, digital media processing, media production and 3D modelling and animation. You will have opportunities to work on real world projects through a major group project in year two, as well as undertaking an individual project in the final year.</p> <p>You will develop key transferrable skills, such as teamwork, reflection and self-awareness. You'll also gain analytical skills through coursework tasks, as well as enhancing your problem solving using a range of systems and technologies.</p> <p>You will have the option to undertake an industrial placement after your second year, gaining valuable work experience, and on the course you'll acquire skills in web technology, programming, animation, 3D modelling, video production, human-computer interaction and interface design to develop web and interactive digital media applications.</p>

7 Course Awards			
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Science with Honours Digital Media Computing	6	360
	Bachelor of Science with Honours Digital Media Computing with Professional Placement Year	6	480
7b Exit Awards and Credits Awarded			
	Certificate of Higher Education Digital Media Computing	4	120
	Diploma of Higher Education Digital Media Computing	5	240
	Bachelor of Science Digital Media Computing	6	300

8 Derogation from the University Regulations	
	<ol style="list-style-type: none"> 1. A maximum volume of 30 credits per course in a Bachelor's or Integrated Master's degree can be compensated, except that any compensation of Level 3 modules is not included in that limit. 2. A maximum volume of 20 credits per course in a Master's degree (other than an integrated Master's degree) can be compensated. 3. No condonement of modules at Levels 4-7 is permitted. 4. Where appropriate, a stage mean of at least 50% is required for students to progress from Bachelor's level (Level 6) on to the final stage of an Integrated Master's degree (Level 7), or to transfer course from a relevant Bachelor's degree to an Integrated Master's degree.

9 Delivery Patterns			
Mode(s) of Study	Location	Duration of Study	Code
Full Time	City Centre	3 years	US0878
with Professional Placement Year	City Centre	4 years	US1096

10 Entry Requirements	
	<p>The admission requirements for this course are stated on the course page of the BCU website at https://www.bcu.ac.uk/ or may be found by searching for the course entry profile located on the UCAS website.</p>

11 Course Learning Outcomes	
Knowledge and Understanding	
1	Demonstrate knowledge and understanding of essential facts, concepts, theories and principles of computer technology.
2	Demonstrate design principles, aesthetics and Human Factors applied to the creation of multimedia products.
3	Theory and practice of audio/visual acquisition and manipulation and their applications in multimedia systems.
4	Relate the management, organisational, planning and business theories and techniques and their application to the screen based media industry.
5	Demonstrate knowledge and understanding of relevant international regulatory and standards bodies and legislation on: media; copyright; intellectual property; health and safety.
Cognitive and Intellectual Skills	
6	Assimilate, interpret and analyse information, construct effective arguments and express valid conclusions.
7	Create solutions, integrating technical knowledge and design principles, for multimedia products and the implementation of multimedia projects.
8	Evaluate multimedia products to identify good practice and effective design and apply conclusions to own work.
9	Make judgments about the merits of different viewpoints and perspectives on commercial, economic, legal, ethical and social issues relevant to the media industry.
Practical and Professional Skills	
10	Select and use appropriate hardware/software to create, capture, process, store and distribute a broad range of assets used in digital media.
11	Design and produce digital media artefacts using a variety of software tools.
12	Systematically collect information and conduct research into aspects of industry, media law and technology, using a variety of web-based and traditional sources, and compile findings.
13	Apply management and organizational techniques to planning and implementing multimedia projects.
14	Demonstrate skills in the use of sophisticated development tools and systems in the implementation of multimedia projects.
15	Work effectively as a member of a development team, and undertake management and planning activities, recognising the different roles within a team
Key Transferable Skills	
16	Manage learning and self-development, including time management, prioritising workload and meeting deadline.
17	In co-operation with others, plan and undertake tasks and contribute to achieving team goals.
18	Make effective use of information and communications technologies, including word, image and data processing packages, the internet, email and electronic information retrieval systems.
19	Communicate effectively in writing and presentations to specialist and non-specialist audiences.
20	Use numerical data, applying appropriate technique.
21	Plan for personal and career development, recognising career opportunities including the fundamentals of freelance working.

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12a	<p>Level 4:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>CMP4264</td> <td>2D Game Programming</td> <td>20</td> </tr> <tr> <td>CMP4267</td> <td>Computer Systems</td> <td>20</td> </tr> <tr> <td>DIG4166</td> <td>Website Design and Development</td> <td>20</td> </tr> <tr> <td>CMP4272</td> <td>Data Structures and Algorithms</td> <td>20</td> </tr> <tr> <td>CMP4269</td> <td>Network Fundamentals</td> <td>20</td> </tr> <tr> <td>CMP4285</td> <td>Innovation Project</td> <td>20</td> </tr> </tbody> </table> <p>Level 5:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>DIG5127</td> <td>Database and Web Application Development</td> <td>20</td> </tr> <tr> <td>DIG5125</td> <td>Digital Media Processing</td> <td>20</td> </tr> <tr> <td>DIG5121</td> <td>Video Production Technology</td> <td>20</td> </tr> <tr> <td>DIG5119</td> <td>3D Modelling and Animation</td> <td>20</td> </tr> <tr> <td>DIG5116</td> <td>Collaborative Practice</td> <td>20</td> </tr> <tr> <td>DIG5129</td> <td>Research and Testing Methods</td> <td>20</td> </tr> </tbody> </table> <p>Professional Placement Year (optional)</p> <p><i>In order to qualify for the award of Bachelor of Science with Honours Digital Media Computing with Professional Placement, a student must successfully complete all of the Level 6 modules listed below as well as the following Level 5 module:</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>PPY5004</td> <td>Professional Placement</td> <td>120</td> </tr> </tbody> </table> <p>Level 6:</p> <p><i>In order to complete this course a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1"> <thead> <tr> <th>Module Code</th> <th>Module Name</th> <th>Credit Value</th> </tr> </thead> <tbody> <tr> <td>DIG6200</td> <td>Individual Honours Project</td> <td>40</td> </tr> <tr> <td>DIG6115</td> <td>Creative Visualisation</td> <td>20</td> </tr> <tr> <td>DIG6118</td> <td>Cloud-Based Web Services</td> <td>20</td> </tr> <tr> <td>DIG6208</td> <td>Virtual Production</td> <td>20</td> </tr> <tr> <td>DIG6207</td> <td>Professional Futures</td> <td>20</td> </tr> </tbody> </table>	Module Code	Module Name	Credit Value	CMP4264	2D Game Programming	20	CMP4267	Computer Systems	20	DIG4166	Website Design and Development	20	CMP4272	Data Structures and Algorithms	20	CMP4269	Network Fundamentals	20	CMP4285	Innovation Project	20	Module Code	Module Name	Credit Value	DIG5127	Database and Web Application Development	20	DIG5125	Digital Media Processing	20	DIG5121	Video Production Technology	20	DIG5119	3D Modelling and Animation	20	DIG5116	Collaborative Practice	20	DIG5129	Research and Testing Methods	20	Module Code	Module Name	Credit Value	PPY5004	Professional Placement	120	Module Code	Module Name	Credit Value	DIG6200	Individual Honours Project	40	DIG6115	Creative Visualisation	20	DIG6118	Cloud-Based Web Services	20	DIG6208	Virtual Production	20	DIG6207	Professional Futures	20
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12b Structure Diagram

Semester	Level 4 – Year 1		
1	Website Design and Development DIG4166 20 Credits	2D Game Programming CMP4264 20 Credits	Computer Systems CMP4267 20 Credits
2	Innovation Project CMP4285 20 Credits	Data Structures and Algorithms CMP4272 20 Credits	Network Fundamentals CMP4269 20 Credits
	Level 5 – Year 2		
1	Database and Web Application Development DIG5127 20 Credits	Digital Media Processing DIG5125 20 Credits	Video Production Technology DIG5121 20 Credits
2	Collaborative Practice DIG5116 20 Credits	Research and Testing Methods DIG5129 20 Credits	3D Modelling and Animation DIG5119 20 Credits
	Professional Placement - Year 3 (optional) Professional Placement Module (120 Credits)		
	Level 6 – Year 4		
1	Cloud Based Web Services DIG6118 20 Credits	Individual Honours Project DIG6200 40 Credits	Creative Visualisation DIG6115 20 Credits
2	Professional Futures DIG6207 20 Credits		Virtual Production DIG6208 20 Credits

13 Overall Student Workload and Balance of Assessment

Overall student *workload* consists of class contact hours, independent learning and assessment activity, with each credit taken equating to a total study time of around 10 hours. While actual contact hours may depend on the optional modules selected, the following information gives an indication of how much time students will need to allocate to different activities at each level of the course.

- *Scheduled Learning* includes lectures, practical classes and workshops, contact time specified in timetable
- *Directed Learning* includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning
- *Private Study* includes preparation for exams

The *balance of assessment* by mode of assessment (e.g. coursework, exam and in-person) depends to some extent on the optional modules chosen by students. The approximate percentage of the course assessed by coursework, exam and in-person is shown below.

Level 4

Workload

25% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	304
Directed Learning	470
Private Study	426
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0

Level 5

Workload

24% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	288
Directed Learning	196
Private Study	716
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0

Level 6**Workload****19% time spent in timetabled teaching and learning activity**

Activity	Number of Hours
Scheduled Learning	222
Directed Learning	194
Private Study	784
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	100%
Exam	0
In-Person	0