

Course Specification

Course Summary Information			
1	Course Title		BSc (Hons) Digital Media Computing with Foundation Year
2	BCU Course Code	UCAS Code	US0878F P31F
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>Digital Media Computing with a Foundation Year enables you to study with support of the latest in digital media technology equipment. This includes digital TV studios, edit and dubbing suites.</p> <p>We've developed this multidisciplinary course to combine computing and digital media. This enables you to leave university as a versatile graduate with a mix of computing, technical and content creation skills. Study with us and rest assured that you'll be prepared for a world seeking those able to develop the next generation of digital media products.</p> <p>The Foundation Year enables you to study for our BSc (Hons) degree over an extended full-time duration of four years by including a Foundation Certificate (year one of four). The Foundation Certificate provides a broad study programme that underpins the follow-on degree. In order to progress to the next year of your degree, it is necessary to achieve a pass in all of the modules of the Foundation Certificate.</p> <p>What's covered in the course?</p> <p>Our Digital Media Computing course is an intellectually challenging and highly rewarding course that covers everything from coding to animation. It will prepare you to meet the professional and technical demands of industry.</p> <p>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.</p> <p>Explore more in-depth the areas of web application development, digital media processing, media production and 3D modelling and animation. Plus, take advantage of 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. There is also an option to undertake an industrial placement, gaining valuable work experience.</p>

7	Course Awards		
7a	Name of Final Award	Level	Credits Awarded
	Bachelor of Science with Honours Digital Media Computing	6	480
	Bachelor of Science with Honours Digital Media Computing with Professional Placement	6	600
7b	Exit Awards and Credits Awarded		
	Foundation Certificate Computing	3	120
	Certificate of Higher Education Digital Media Computing	4	240
	Diploma of Higher Education Digital Media Computing	5	360
	Bachelor of Science Digital Media Computing	6	420

8	Derogation from the University Regulations
	Not applicable

9	Delivery Patterns		
Mode(s) of Study	Location	Duration of Study	Code
Full Time	City Centre	4 years	US0878F
With Professional Placement	City Centre	5 years	US0878FS

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 and 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 3:</p> <p><i>To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">Credit Value</th> </tr> </thead> <tbody> <tr><td>CMP3010</td><td>Fundamental Mathematics</td><td>20</td></tr> <tr><td>CMP3014</td><td>Fundamentals of Digital Technology</td><td>20</td></tr> <tr><td>CMP3012</td><td>Web Application Design</td><td>20</td></tr> <tr><td>CMP3013</td><td>Audio / Video Fundamentals</td><td>20</td></tr> <tr><td>BNV3002</td><td>Independent Practice</td><td>20</td></tr> <tr><td>CMP3009</td><td>Foundations of Programming</td><td>20</td></tr> </tbody> </table> <p>Level 4:</p> <p><i>To complete this course, a student must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">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>To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):</i></p> <table border="1" style="width: 100%; border-collapse: collapse;"> <thead> <tr> <th style="background-color: #ffffcc;">Module Code</th> <th style="background-color: #ffffcc;">Module Name</th> <th style="background-color: #ffffcc;">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>	Module Code	Module Name	Credit Value	CMP3010	Fundamental Mathematics	20	CMP3014	Fundamentals of Digital Technology	20	CMP3012	Web Application Design	20	CMP3013	Audio / Video Fundamentals	20	BNV3002	Independent Practice	20	CMP3009	Foundations of Programming	20	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
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Professional Placement Year (optional)

To qualify for the award of Bachelor of Science with Honours Digital Media Computing with Foundation Year and Professional Placement Year, you must successfully complete all the modules listed as well as the following Level 5 module:

Module Code	Module Name	Credit Value
PPY5004	Professional Placement	120

Level 6:

To complete this course, you must successfully complete all the following CORE modules (totalling 120 credits):

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

12b Structure Diagram

Semester	Year 1 - Level 3		
1	Fundamental Mathematics 20 Credits	Fundamentals of Digital Technology 20 Credits	Web Application Design 20 Credits
2	Audio / Video Fundamentals 20 Credits	Independent Practice 20 Credits	Foundations of Programming 20 Credits
Year 2 - Level 4			
1	Website Design and Development 20 Credits	2D Game Programming 20 Credits	Computer Systems 20 Credits
2	Innovation Project 20 Credits	Data Structures and Algorithms 20 Credits	Network Fundamentals 20 Credits
Year 3 - Level 5			
1	Database and Web Application Development 20 Credits	Digital Media Processing 20 Credits	Video Production Technology 20 Credits
2	Collaborative Practice 20 Credits	Research and Testing Methods 20 Credits	3D Modelling and Animation 20 Credits
Professional Placement Year 4 (optional), 120 Credits			
Year 5 - Level 6			
1	Cloud Based Web Services 20 Credits	Individual Honours Project 40 Credits	Creative Visualisation 20 Credits
2	Professional Futures 20 Credits		Virtual Production 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 3

Workload

32% time spent in timetabled teaching and learning activity

Activity	Number of Hours
Scheduled Learning	384
Directed Learning	416
Private Study	400
Total Hours	1200

Balance of Assessment

Assessment Mode	Percentage
Coursework	83%
Exam	0
In-Person	17%

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	94%
Exam	0
In-Person	6%