

MA Computer Games: Art and Design 2021-22 Addenda to Programme Specification

Awarding Institution:

University of London (Interim Exit Awards made by Goldsmiths' College)

Teaching Institution: Goldsmiths, University of London

Name of Final Award and Programme Title: MA Computer Games: Art and Design

Name of Interim Exit Award(s):

Postgraduate Certificate in Computer Games: Art and Design,

Postgraduate Diploma in Computer Games: Art and Design

Duration of Programme: 1 year full-time or 2 years part-time

FHEQ Level of Award: Level 7

Programme accredited by: Not applicable

Home Department: Computing

Department(s) which will also be involved in teaching part of the programme:

Not applicable

Overview of programme changes

Goldsmiths has needed to make changes to the way in which its programmes will be taught in 2021-22 in response to the ongoing global Covid-19 pandemic. From the Autumn term 2021 teaching will be delivered through in-person sessions, with principally teacher-focussed sessions being pre-recorded and made available to you online.

In some instances changes have also been made to assessment formats where necessary.

This addenda summarises approved changes that will be in place for 2021-22. Further programme information is provided in the published programme specification.

How you will learn and how you will be assessed

Academic year of study 1 for 2021-22 only (the year of study may differ for part-time students)

Module Title	Teaching Delivery	Assessment
Introduction to Modelling and	10 lecture/lab sessions on-campus.	No change

Module Title	Teaching Delivery	Assessment
Animation		
Business and Practice	10 lecture/lab sessions on-campus.	No change
Introduction to Programming for Games	10 lecture/lab sessions on-campus.	No change
Game Design and Games Analytics	10 lecture/lab sessions on-campus.	No change
Advanced Modelling and Animation	10 lecture/lab sessions on-campus.	No change
Optional modules	Optional modules from an annually approved list	
Computer Games Final Project (Individual or Shared Final Project with MSc Computer Games Programming Students (with individual Reporting and assessment) or Industry Placement (under the existing MSc Games industry Placement Scheme)	Individual project with face-to-face supervision from programme leader. Students have the option to do a placement in a position related to the game industry, or to work on a research project. The amount of face-to-face onsite working is dependent on the placement provider. Arrangements for placements will be subject to health and safety regulations and other internal policies issued by the placement provider (external organisation).	No change