MA Independent Games and Playable Experience 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 Independent Games and Playable Experience Design

**Name of Interim Exit Award(s):**
Postgraduate Certificate in Independent Games and Playable Experience Design
Postgraduate Diploma in Independent Games and Playable Experience 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:**
Institute of Creative and Cultural Entrepreneurship (ICCE)

---

**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)**

<table>
<thead>
<tr>
<th>Module Title</th>
<th>Teaching Delivery</th>
<th>Assessment</th>
</tr>
</thead>
<tbody>
<tr>
<td>Approaches to Play 1</td>
<td>10 lecture/lab sessions on-campus.</td>
<td>No change</td>
</tr>
<tr>
<td>Module Title</td>
<td>Teaching Delivery</td>
<td>Assessment</td>
</tr>
<tr>
<td>--------------------------------------------------</td>
<td>---------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------------</td>
<td>------------</td>
</tr>
<tr>
<td>Approaches to Play 2</td>
<td>10 lecture/lab sessions on-campus.</td>
<td>No change</td>
</tr>
<tr>
<td>Final Project in Independent Games and Playable Experience Design</td>
<td>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).</td>
<td>No change</td>
</tr>
<tr>
<td>Optional modules</td>
<td>Optional modules from an annually approved list</td>
<td></td>
</tr>
</tbody>
</table>