

## **MA Virtual and Augmented Reality (3D Graphics and User Experience); MSc Virtual and Augmented Reality (Programming and Computer Science)**

### **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 Virtual and Augmented Reality (3D Graphics and User Experience)

MSc Virtual and Augmented Reality (Programming and Computer Science)

**Name of Interim Exit Award(s):**

Postgraduate Certificate in Virtual and Augmented Reality (3D Graphics and User Experience)

Postgraduate Certificate in Virtual and Augmented Reality (Programming and Computer Science)

Postgraduate Diploma in Virtual and Augmented Reality (3D Graphics and User Experience)

Postgraduate Diploma in Virtual and Augmented Reality (Programming and Computer Science)

**Duration of Programme:** 1 year full-time or 2-3 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 Pathway in 3D Graphics and User Experience for 2021-22 only (the year of study may differ for part-time students)

Module Title	Teaching Delivery	Assessment
Virtual Reality	10 lecture/lab sessions on-campus.	No change
Augmented and Mixed Reality	10 lecture/lab sessions on-campus.	No change
Advanced Topics in Virtual and Augmented Reality	10 lecture/lab sessions on-campus.	No change
Introduction to Programming for Games	10 lecture/lab sessions on-campus.	No change
Optional modules	Optional modules from an annually approved list	
Introduction to Modelling and Animation	10 lecture/lab sessions on-campus.	No change
Final Project in Virtual Reality (3D Graphics and User Experience)	Individual project with face-to-face supervision from programme leader. Students have the option to do an in-person or online placement (depending on the host organisation) 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

### Academic year of study 1 for Pathway in Programming and Computer Science for 2021-22 only

Module Title	Teaching Delivery	Assessment
Virtual Reality	10 lecture/lab sessions on-campus.	No change

Module Title	Teaching Delivery	Assessment
Augmented and Mixed Reality	10 lecture/lab sessions on-campus.	No change
Advanced Topics in Virtual and Augmented Reality	10 lecture/lab sessions on-campus.	No change
Introduction to Programming for Games	10 lecture/lab sessions on-campus.	No change
Optional modules	Optional modules from an annually approved list	
Mathematics and Graphics for Computer Games 1	10 lecture/lab sessions on-campus.	No change
Final Project in Virtual Reality (Programming and Computer Science)	Individual project with some face-to-face or online supervision from programme leader. Students have the option to do an in-person or online placement (depending on the host organisation) 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