

## **BSc (Hons) Games Programming; BSc (Hons) Games Programming with Work Experience 2020-21 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:**

BSc (Hons) Games Programming

BSc (Hons) Games Programming with Work Experience

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

Certificate of Higher Education in Games Programming

Diploma of Higher Education in Games Programming

**FHEQ Level of Award:** Level 6

**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 2020-21 in response to the ongoing global Covid-19 pandemic. This means that all programmes will be taught through a mix of online and in-person teaching sessions in 2020-21.

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

This addenda summarises approved changes that will be in place for 2020-21. 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 (both programmes) for 2020-21 only

Module Title	Teaching Delivery	Assessment
Introduction to Programming	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	No change
Generative Drawing	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	No change
Numerical Mathematics	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	Exam (50%) <u>changed to take home/online exam (50%)</u>
Symbolic Mathematics	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	Exam (50%) <u>changed to take home/online exam (50%)</u>
Graphics 1	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or	No change

<b>Module Title</b>	<b>Teaching Delivery</b>	<b>Assessment</b>
	small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	
Front End Web	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	No change
Introduction to Games Design and Development	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	No change
Games Project 1	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	No change

**Academic year of study 2 (both programmes) for 2020-21 only**

<b>Module Title</b>	<b>Teaching Delivery</b>	<b>Assessment</b>
Principles and Applications of Programming	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	Exam (50%) <u>changed to take home/online exam (50%)</u>

<b>Module Title</b>	<b>Teaching Delivery</b>	<b>Assessment</b>
Perception and Multimedia Computing	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	No change
Games Development Group Project	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	No change
Databases and the Web	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	Exam (50%) <u>changed to</u> take home/online exam (50%)
Algorithms and Data Structures	Weekly online lecture (also recorded in most cases for students to access later), and weekly 'review seminar' on-campus and online (students allocated on rotation to on-campus seminar). One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	Exam (50%) <u>changed to</u> take home/online exam (50%)

### Academic year of study 3 for BSc Games Programming with Work Experience for 2020-21 only

<b>Module Title</b>	<b>Teaching Delivery</b>	<b>Assessment</b>
Work Placement	Students on placement, working remotely online and/or onsite. The amount of face-to-face onsite working is dependent on	No change

<b>Module Title</b>	<b>Teaching Delivery</b>	<b>Assessment</b>
	the host organisation and safe-working practices being in place.	

**Academic year of study 3 for BSc Games Programming (and 4 for BSc Games Programming with Work Experience) for 2020-21 only**

<b>Module Title</b>	<b>Teaching Delivery</b>	<b>Assessment</b>
Project in Games Programming	One-to-one supervision either on-campus or online virtual meeting, as is mutually convenient for student and supervisor. One-to-one or small group online contact with lecturer(s) within 'virtual contact hours'. Bookable facilities for unsupervised work.	No change
Optional modules	Optional modules from an annually approved list	