

## **MA Computer Games: Art and Design 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:** 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

**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 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 for 2020-21 only**

<b>Module Title</b>	<b>Teaching Delivery</b>	<b>Assessment</b>
Introduction to Modelling and Animation	10 lecture/lab sessions with a small group of students on-campus for face-to-face contact, with remaining students participating in lecture/lab online. Different groups of students on-campus	No change

<b>Module Title</b>	<b>Teaching Delivery</b>	<b>Assessment</b>
	each week so that everyone gets some face-to-face provision.	
Business and Practice	10 lecture/lab sessions with a small group of students on-campus for face-to-face contact, with remaining students participating in lecture/lab online. Different groups of students on-campus each week so that everyone gets some face-to-face provision.	No change
Introduction to Programming for Games	10 lecture/lab sessions with a small group of students on-campus for face-to-face contact, with remaining students participating in lecture/lab online. Different groups of students on-campus each week so that everyone gets some face-to-face provision.	No change
Game Design and Games Analytics	10 lecture/lab sessions with a small group of students on-campus for face-to-face contact, with remaining students participating in lecture/lab online. Different groups of students on-campus each week so that everyone gets some face-to-face provision.	No change
Advanced Modelling and Animation	10 lecture/lab sessions with a small group of students on-campus for face-to-face contact, with remaining students participating in lecture/lab online. Different groups of students on-campus each week so that everyone gets some face-to-face provision.	No change
Optional modules	Optional modules from an annually approved list	
Games and Entertainment Industries: Final Project	Individual project with some face-to-face or online 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. Some placements can be done remotely or even abroad.	No change