

## MA Independent Games and Playable Experience 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 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

**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 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

Module Title	Teaching Delivery	Assessment
Approaches to Play 1	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.	No change

Module Title	Teaching Delivery	Assessment
	Different groups of students on-campus each week so that everyone gets some face-to-face provision.	
Approaches to Play 2	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
Final Project in Independent Games and Playable Experience Design	Individual project with some face-to-face or online supervision from tutor. Students have the option to do an in-person or online placement (depending on the host organisation) or to work on a research project.	No change
Optional modules	Optional modules from an annually approved list	

t