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

Goldsmiths
UNIVERSITY OF LONDON

How you will learn and how you will be assessed

Academic year of study 1 for Pathway in 3D Graphics and User Experience for 2020-21 only

Module Title	Teaching Delivery	Assessment
Introduction to Virtual Reality	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
Mixed Realities	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 Topics in Virtual and Augmented Reality	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
Optional modules	Optional modules from an annually approved list	
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 each week so that everyone gets some face-to-face provision.	No change

Module Title	Teaching Delivery	Assessment
Final Project in Virtual Reality (3D Graphics and User Experience)	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.	No change

Academic year of study 1 for Pathway in Programming and Computer Science for 2020-21 only

Module Title	Teaching Delivery	Assessment
Introduction to Virtual Reality	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
Mixed Realities	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 Topics in Virtual and Augmented Reality	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
Optional modules	Optional modules from an annually approved list	

Module Title	Teaching Delivery	Assessment
Mathematics and Graphics for Computer Games 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. Different groups of students on-campus each week so that everyone gets some face-to-face provision.	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.	No change