MFA Computational Arts
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: MFA Computational Arts
Name of Interim Exit Award(s): MA Computational Arts
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

Module Title	Teaching Delivery	Assessment
Computational Arts-based Research and Theory	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
Workshops in Creative Coding 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
Workshops in Creative Coding 2	10 x 3-4 hour lecture/lab sessions. Small number of students allowed in class for face-to-face contact, whilst majority participate in lectures/lab online. Students on rotation each week to ensure equal access to on-campus provision.	No change
Final Project in Computational Arts	Individual project with some face-to-face or online supervision from staff (approximately 50% on-campus and 50% online supervision).	No change
Optional modules	Optional modules from an annually approved list	
Programming for Artists and Designers	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
Computational Form and Process	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 AV Processing	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

Module Title	Teaching Delivery	Assessment
Physical Computing 1	10 x 3-4 hour lecture/lab sessions. Small number of students allowed in class for face-to-face contact, whilst majority participate in lectures/lab online. Students on rotation each week to ensure equal access to on-campus provision.	No change
Physical Computing 2	10 x 3-4 hour lecture/lab sessions. Small number of students allowed in class for face-to-face contact, whilst majority participate in lectures/lab online. Students on rotation each week to ensure equal access to on-campus provision.	No change
Data and Machine Learning for Artistic 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.	Creative data project (90%) and VLE discussion (10%) changed to Portfolio (100%)
Approaches to Play: Mechanics, Dynamic, Aesthetics	Optional module not available during 2020-21	
3D Virtual Environments and Animation	Optional module not available during 2020-21	
Special Topics in Programming for Performance and Installation	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

Academic year of study 2 for 2020-21 only

Module Title	Teaching Delivery	Assessment
Studio Practice	Individual project with some face-to-face or online supervision from staff (approximately 50% on-campus and 50% online supervision).	Interim studio practice presentation (10%), final documentation: 1,500-2,000 word online text (20%) and exhibition (70%) changed to

Module Title	Teaching Delivery	Assessment
		interim assessment (30%) and portfolio (70%)
Computational Arts Critical Studies	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	
Optional modules	Optional modules from an annually approved list	