Goldsmiths
UNIVERSITY OF LONDON

MSc Computer Games Programming
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: MSc Computer Games Programming

Name of Interim Exit Award(s):

Postgraduate Certificate in Computer Games Programming

Postgraduate Diploma in Computer Games Programming

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
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	No change

Module Title	Teaching Delivery	Assessment
	each week so that everyone gets some face-to-face provision. Update 12 October 2020: This text replaces the text above. This module is delivered in the autumn term via 10 online lecture/lab sessions.	
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
Games 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 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. Update 12 October 2020: This text replaces the text above. This module is delivered in the autumn term via 10 online lecture/lab sessions.	No change
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. Update 12 October 2020: This text replaces the text above. This module is	No change

Module Title	Teaching Delivery	Assessment
	delivered in the autumn term via 10 online lecture/lab sessions.	
Option modules	Optional modules from an annually approved list	
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