BSc Creative Computing
Programme Specification

Awarding Institution:
University of London (Interim Exit Awards made by Goldsmiths' College)
Teaching Institution: Goldsmiths, University of London
Final Award:
BSc (Hons) Creative Computing
BSc (Hons) Creative Computing with Work Experience
Programme Name:
BSc (Hons) Creative Computing
BSc (Hons) Creative Computing with Work Experience
Total credit value for programme: BSc 360
Name of Interim Exit Award(s):
Certificate of Higher Education in Creative Computing
Diploma of Higher Education in Creative Computing
Duration of Programme:
3 years full-time (BSc Creative Computing)
4 years full-time (BSc Creative Computing with Work Experience)
6 years part-time (BSc Creative Computing)
7 years part-time (BSc Creative Computing with Work Experience)
UCAS Code(s): G452
HECoS Code(s):
(100366) Computer Science (50%)
(100361) Creative arts and Design (50%)
QAA Benchmark Group: Computing; Art and Design
HEQ Level of Award: Level 6
Programme accredited by: Not applicable
Date Programme Specification last updated/approved: November 2024
Home Department: Computing
Department(s) which will also be involved in teaching part of the programme: Not applicable

Programme overview

The BSc in Creative Computing is designed to prepare students to become specialist technology creatives within the creative industries. Graduates will be both technical experts and creative thinkers and makers. Creative Computing prepares students for a range of technical and creative careers within media, art, software development, games, and related areas. It provides the necessary knowledge, skills, and creative freedom for developing new and critically informed ideas, technology, experiences, and solutions.

The programme has two core components. The first equips students with the technical skills and theoretical knowledge necessary to design, develop and evaluate creative computing systems, applications and projects. Essential computing skills such as software design and

programming are developed to the same level as a computer science bachelors, but are specialised towards audio, visual and physical computing applications. The second core component is the application of technical skills and theoretical knowledge to practical projects – creating software applications, creative tools, websites, and interactive audio, visual and physical computing-based experiences, artworks and games. In this way, students are encouraged to develop practical and theoretical knowledge through experiencing the tools and techniques of creative computing, and to develop their own unique portfolio of technical, creative, and critically informed practice.

The programme has been developed to encompass the unique ethos of the Department of Computing that combines technical rigour with a creative, critical, and socially engaged approach to studying computing. We have a diverse pedagogical approach that includes considerable practice-based project work in addition to technical and theoretical learning. Graduates will not only be technical and creative professionals but also have the expertise and confidence to develop innovative technology that is both socially beneficial and ethically informed.

Programme entry requirements

Successful applicants will be expected to have at least BBB at A2 level, or equivalent.

An A2 level qualification, or equivalent, relating to science, technology and mathematics is preferred. However, we encourage applications from those without a formal qualification in these areas who can demonstrate relevant knowledge, skills, and experience.

All applicants may be called for an interview, at which time they may be asked to take a computer aptitude test. Applicants should have a grade B in GCSE Mathematics, or equivalent.

Applicants whose first language is not English must have received a score of 6.0 or more in the IELTS (or equivalent) examination for written English.

Programme learning outcomes

The aim of this programme is to enable graduates to become independent, creative, and reflective computing practitioners. Our graduates should have:

- knowledge of computing technologies across a range of core and specialist topics
- understanding of the contexts in which computing technologies subsist in industry, with an emphasis on the creative industries
- the ability to design, implement and evaluate computational systems
- the ability to work independently and in groups
- the ability to critically evaluate both their own work and the work of others.

Certificate of Higher Education

Students who successfully complete the **Certificate of Higher Education** will demonstrate the following knowledge, understanding, skills and personal attributes.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	Basic knowledge of a programming language and its features.	Introduction to Programming Front End Web
A2	Knowledge of contemporary practice in at least one subdomain of computing.	Designing Digital Interactions Front End Web Professional Practices in Computing Graphics 1 Sound and Signal 1 2D Games Development.
A3	Knowledge of the mathematical and computational principles underlying computing with sound, image and human interaction.	Introduction to Programming Graphics 1 Sound and Signal 1

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	Computational problem solving.	Introduction to Programming Graphics 1 Sound and Signal 1
B2	Analyse, to a basic level, the requirements of computing software from a number of perspectives (i.e. technical, creative, user-centred, social, and business) and apply this analysis to the design of a basic software solution.	Designing Digital Interactions Front End Web Creative Computing Project 1

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	Program basic computer software.	Introduction to Programming Front End Web Graphics 1 Sound and Signal 1 2D Games Development
C2	Develop complete small scale computing projects, individually and in groups.	Introduction to Programming Front End Web Creative Computing Project 1

Transferable skills

Code	Learning outcome	Taught by the following module(s)
D1	Have core numeracy, literacy and IT skills to a graduate level.	Numeracy and IT skills are core to a computing degree and will feature throughout the curriculum.
D2	Be able to effectively present themselves and their work orally and in writing to a professional level.	Creative Computing Project 1

Diploma of Higher Education

Students who successfully complete the **Diploma of Higher Education** in Creative Computing will be able to demonstrate the following knowledge, understanding, skills and personal attributes.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	Knowledge of a range of topics in computing including web technologies, multimedia, networking, databases, and other more advanced topics. Knowledge of most will be sufficient to apply to moderately complex application; some will be studied in greater depth.	Dynamic Web Applications Creative Embedded Programming Year 2 option modules
A2	Programming languages, their features, and the differences between languages.	This will be taught primarily in first- and second-year programming and specialist technical modules. Specialist technical modules will

	Knowledge will be sufficient for professional level software development.	teach languages appropriate to the domain (sound, image, games, embedded systems etc.) and compare them to other languages and general programming language concepts.

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	Apply computational thinking to the design and implementation of moderately complex computing systems.	This will be taught and applied across the curriculum, primarily in specialist technical modules and Creative Computing Project modules.
B2	Analyse and evaluate moderately complex computing systems and technologies with reference to efficiency, correctness, and suitability to users' needs.	Creative Computing Projects 2 Dynamic Web Programming Year 2 option modules

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	Apply a small number of specific technologies, methods and tools to the analysis, design, and implementation of software. Some technologies will be known to a basic level and others in greater depth.	Dynamic Web Applications Creative Embedded Programming Creative Computing Project 2 Year 2 option modules

Transferable skills

Code	Learning outcome	Taught by the following module(s)
D1	Be able to reflect on and evaluate their work.	Creative Computing Projects and other year 2 modules.
D2	Work in teams to plan and execute small-scale projects.	Creative Computing Projects and other modules requiring group work.

BSc (Hons) Creative Computing

Students who successfully complete the **BSc (Hons) Creative Computing** will be able to demonstrate the following knowledge, understanding, skills and personal attributes.

Knowledge and understanding

Code	Learning outcome	Taught by the following module(s)
A1	A broad range of advanced topics in computing including web technologies, multimedia, networking, databases and other more advanced topics. Knowledge of most will be sufficient to apply to moderately complex applications; some will be studied in greater depth.	Creative Embedded Programming Dynamic Web Applications Machine Learning for Creative Practice Year 2 and 3 option modules
A2	Programming languages, their features, and the differences between languages. Knowledge will be sufficient for professional level software development.	This will be taught throughout the curriculum in specialist technical modules. Specialist technical modules will teach languages appropriate to the domain (sound, image, embedded systems etc.) and compare them to other languages and general programming language concepts.
A3	Uses of digital media in the creative industries and of the aesthetic principles used by digital content creators, sufficient to create professional level work.	Creative Computing Project modules Year 2 and 3 option modules
A4	The mathematical and computational principles underlying the representation and manipulation of digital media.	Data and Machine Learning for Creative Practice Year 2 and 3 option modules

Cognitive and thinking skills

Code	Learning outcome	Taught by the following module(s)
B1	Apply computational thinking to the design and implementation of moderately complex computing systems.	This will be taught and applied across the curriculum, primarily in specialist technical modules and Creative Computing Project modules.
B2	Analyse and evaluate moderately complex computing systems and technologies with reference to efficiency, correctness, and suitability to users' needs.	This will be taught across the curriculum, primarily in programming, specialist technical modules and Creative Computing Project modules.

Code	Learning outcome	Taught by the following module(s)
B3	Propose, plan, research and evaluate a significant piece of project work, under supervision of an expert.	Final Project in Creative Computing Creative Computing Projects 1 and 2
B4	Computational problem solving.	This will be taught across the curriculum, primarily in programming, specialist technical modules, and Creative Computing Project modules.
B5	Critical awareness and analysis of relevant technical and creative work, to the standards of academic study.	Final Project in Creative Computing Creative Computing Project 1 and 2 Year 2 and 3 option modules

Subject specific skills and professional behaviours and attitudes

Code	Learning outcome	Taught by the following module(s)
C1	Specify, design, and implement a substantial and complete computer software system with reference to relevant user or artistic requirements.	Final Project in Creative Computing Creative Computing Projects 1 and 2 Year 2 and 3 option modules
C2	Program computer software to a professional level.	This will be taught across the curriculum in programming modules, specialist technical modules, and applied in particular in Final Project in Creative Computing.
C3	Apply specific advanced technologies, methods and tools to the analysis, design, and implementation of software. Some technologies will be known to a basic level and others in greater depth.	Machine Learning for Creative Practice Year 3 option modules
C4	Acquire and manipulate digital media and assets to a professional level.	Creative Computing Project modules Year 2 and 3 option modules
C5	Execute a significant piece of creative work, under supervision of an expert.	Final Project in Creative Computing

Transferable skills

Code	Learning outcome	Taught by the following module(s)
D1	Have core numeracy, literacy and IT skills to a graduate level.	Numeracy and IT skills are core to a computing degree and will feature throughout the curriculum, specifically in Creative Computing Project modules. Students will be required to

Code	Learning outcome	Taught by the following module(s)
		document, analyse, and communicate their work through producing written reports and other forms of digital media.
D2	Be able to reflect on and evaluate their work.	Final Project in Creative Computing Creative ProjectCreative Computing Projects 1 and 2 Year 2 and 3 option modules
D3	Be independent and creative learners and workers.	Our degree programmes have a particular focus, unusual in Computing courses, on independent and creative work, starting with first-year programming and continuing in Creative Computing Project 1 and 2, and culminating in the final year project. Students will be expected to tackle complete, independent projects of their own devising from the very beginning and will be expected to independently research and learn specialist topics.
D4	Be able to work effectively in groups.	Many modules will include group work.
D5	Be able to present themselves and their work orally and in writing to a professional level.	Taught throughout the programme, specifically in Creative Computing Project modules

The above learning outcomes are in concurrence with typical learning outcomes for Computing degrees as identified by the QAA subject benchmark.

How you will learn

The Department of Computing are committed to a diverse and stimulating range of learning and teaching methods that ensure the programme outcomes are addressed rigorously and effectively. Learning emphasises a close synthesis between theoretical understanding and practical application that helps you develop an advanced, critical approach to the subject of computing

The various modules of the programme provide a diverse range of topics across the scope of creative computing, games development, computer science, business and management. These are designed to form a coherent and cumulative body of knowledge and skills. These are further developed through independent research and learning activities directed towards module assignments and the larger-scale project components. The department is committed to providing a diverse and innovative range of teaching styles across degree programmes. These include traditional lecture and laboratory sessions but also a range of more interactive and self-directed activities focusing on independent, creative work and self-presentation. The nature of the learning activities will vary greatly between different modules, but includes programming, building hardware devices, software design and evaluation, project planning, group activity, critical reflection and creative work. In addition, students will be expected to engage in considerable independent reading and practical work for all modules culminating in the final year project. This independent work will be supported by library resources, access to lab space and supervision from teaching staff.

The programme provides a range of modules, which provide a network of cross-referenced and cumulative knowledge across diverse areas of computing. You achieve the outcomes relevant to your individual pathway that combines compulsory and optional modules, through the experience of interconnected teaching and learning strategies across the various elements of the programme. All modules provide a weekly lecture-lab or other session, which reinforces preparatory or follow-up reading, and other related learning activities in both group and individual settings to foster new understandings and skills.

How you will be assessed

The Department of Computing recognise that high quality assessment is a vital part of learning, particular when used formatively and provides valuable feedback for future learning. Our assessment is designed to reflect “real world” skills and activity to ensure students are thoroughly prepared for the workplace and other professional contexts.

No single method of assessment can capture all aspects of computing or the full range of skills required by our graduates. For this reason we are committed to providing many diverse styles of assessment and to the development and use of novel forms of assessment. Our methods of assessment are designed to reflect business relevant activities and to encourage independent, creative work. As well as traditional examinations, our assessment includes many different types of “hands on” practical work including software development, business planning and group work. Students will be required to present their work in a number of different ways that reflect the contemporary workplace, including traditional reports but also oral presentations and extensive use of the web for self-presentation. Above all we encourage our students to be independent and creative thinkers and include considerable opportunities for open ended assessments that allow students to develop their own ideas.

Feedback is vital to effective continuing learning; the true value of assessment is that it shows students how to improve their work and learn more effectively in future. For this

reason, we are committed to providing timely and full feedback on all assessed assignments.

Throughout the degree programme assessment will happen in individual modules, each having assignments, each including some of the many diverse styles of assessment listed above, as well as end of year exams for some modules. As well as these small assignments, students will have a major project in their final year. This is a large-scale piece of work which should integrate what students have learned throughout the programme. It provides students with an opportunity to independently tackle a large project that reflects real world software development. There are many diverse types of projects, but all include the implementation of a substantial software system and a written report.

Assessments are expected to make up to approximately half of the workload of a taught module. A 15 credit module corresponds to 150 hours of work. Between 50–80 hours of this should be taken up with assessed coursework and examinations (including revision). The remainder is made up of approximately 40 hours of contact time and a further 30–60 hours of independent study.

These methods of assessments are in concurrence with the QAA subject benchmarking statement.

Marking criteria

Mark	Descriptor	Specific Marking Criteria
80-100%	1st: First (Exceptional)	Represents an exceptional achievement beyond the standard requirements of a first-class degree. Students' work should demonstrate considerable creative thought based on a thorough and critical evaluation of prior work. Work is likely to achieve some outcomes that would be expected at a higher-level degree
70-79%	1st: First (Excellent)	Demonstration of a thorough grasp of relevant concepts, methodology and content appropriate to the subject discipline; indication of originality in application of ideas, in synthesis of material or in implementation; insight reflects depth and confidence of understanding of the material. Students should be able to design and create computer systems that demonstrate considerable independent thought and are based on independent learning of prior work and existing technologies. Students should be able to critically evaluate their own work.
60-69%	2.1: Upper Second (Very good)	Demonstration of a sound level of understanding based on a competent grasp of relevant concepts, methodology and content; display of skill in interpreting complex material; organisation of material at a high level of competence. Students should be able to demonstrate the ability to

Mark	Descriptor	Specific Marking Criteria
		independently design, implement, and evaluate a high quality and complex computer systems using knowledge from across the programme.
50-59%	2.2: Lower Second (Good)	Demonstration of an adequate level of understanding of relevant concepts, methodology and content; display of sufficient skill to tackle some complex problems; appropriate organisation of material. Students should demonstrate the ability to create complex computer software, making use of prior knowledge and material taught within the programme.
40-49%	3rd: Third (Pass)	Represents the overall achievement of the appropriate learning outcomes to a threshold (honours) level. Demonstration of a limited level of understanding of relevant concepts, methodology and content; clear if limited attempt to tackle problems; display of some skill in organisation of material. Students should demonstrate creation of a basic, complete and working computing system or program.
25-39%	Fail	Represents an overall failure to achieve the appropriate learning outcomes.
10-24%	Bad fail	Represents a significant overall failure to achieve the appropriate learning outcomes – shall be deemed a valid attempt and not necessarily required to be reattempted.
1-9%	Very bad fail	A submission that does not even attempt to address the specified learning outcomes – shall be deemed a non-valid attempt and module must be reattempted).
0%	Non submission or plagiarised	Work was not submitted or was plagiarised.

These methods of assessments are in concurrence with the QAA subject benchmarking statement.

Mode of study

On Campus

Programme structure

An undergraduate honours degree is made up of 360 credits – 120 at Level 4, 120 at Level 5 and 120 at Level 6. If you are a full-time student, you will usually take Level 4 modules in the first year, Level 5 in the second, and Level 6 modules in your final year. If you take the year-long work placement option, it will be an additional 120 credits.

A standard module is worth 30 credits. Some programmes also contain 15-credit half modules or can be made up of higher-value parts, such as a dissertation or Major Project.

If you opt for an industrial placement year, your placement tutor will assess your work. If you complete the placement year successfully, you earn the endorsement ‘with work experience' on your degree certificate.

Students will decide their options in consultation with the programme leader.

Full-time mode – BSc (Hons) Creative Computing

Academic year of study 1

Module Name	Module Code	Credits	Level	Module Type	Term
Introduction to Programming	IS51031B	15	4	Compulsory (non-compensatable)	1
Front End Web	IS51018C	15	4	Compulsory	1
Designing Digital Interactions	IS51019B	15	4	Compulsory	1
Graphics 1	IS51030B	15	4	Compulsory	2
Sound and Signal 1	IS51029B	15	4	Compulsory	2
Creative Computing Project 1	IS51025A	15	4	Compulsory	2–3
Identity, Agency & Environment 1	CC5001A	15	4	Compulsory	1
Identity, Agency & Environment 2	CC5002A	15	4	Compulsory	2

Academic year of study 2

Module Name	Module Code	Credits	Level	Module Type	Term
Creative Embedded Programming	IS52058B	15	5	Compulsory	1
Dynamic Web Applications	IS52027E	15	5	Compulsory	1
Data Programming for Artificial Intelligence	IS52061A	15	5	Optional	1
Generative Drawing	IS52068B	15	5	Optional	1

Module Name	Module Code	Credits	Level	Module Type	Term
Creative Game Engine Development	IS52067B	15	5	Optional	2
Graphics 2	IS52049A	15	5	Optional	2
Sound and Signal 2	IS52051A	15	5	Optional	2
Extended C++	IS52050A	15	5	Optional	2
Audio for Games and Immersive Experience	TBC	15	5	Optional	2
Creative Computing Project 2	IS52030B	30	5	Compulsory	1–3
The Goldsmiths Elective (Chosen from a list made available annually of modules which provide an opportunity to undertake study in another discipline without pre-requisites or prior knowledge)		15	5	Compulsory	1
Goldsmiths Social Change Project		15	5	Optional	2

Academic year of study 3 for BSc Creative Computing with Work Experience

Module Name	Module Code	Credits	Level	Module Type	Term
Work Placement	IS53031A	120	6	Compulsory	1,2,3

Academic year of study 3 for BSc Creative Computing (and 4 for BSc Creative Computing with Work Experience)

Module Name	Module Code	Credits	Level	Module Type	Term
Data and Machine Learning for Creative Practice	IS53055B	15	6	Compulsory	2
Final Project in Creative Computing	IS53028D	45	6	Compulsory (Non-compensatable)	1–3
Optional modules to a value of 60 credits from an annually approved list			6	4 Optional modules	1,2

Part-time mode – BSc (Hons) Creative Computing

Academic year of study 1

Module Name	Module Code	Credits	Level	Module Type	Term
Introduction to Programming	IS51031B	15	4	Compulsory	1
Graphics 1	IS51030B	15	4	Compulsory	2
Sound and Signal 1	IS51029B	15	4	Compulsory	2
Identity, Agency & Environment 1	CC5001A	15	4	Compulsory	1

Academic year of study 2

Module Name	Module Code	Credits	Level	Module Type	Term
Front End Web	IS51018C	15	4	Compulsory	1
Designing Digital Interactions	IS51019B	15	4	Compulsory	1
Identity, Agency & Environment 2	CC5002A	15	4	Compulsory	2
Creative Computing Project 1	IS51025A	15	4	Compulsory	2–3

Academic year of study 3

30 credits per term of compulsory and optional modules.

Module Name	Module Code	Credits	Level	Module Type	Term
Creative Embedded Programming	IS52058B	15	5	Compulsory	1
Dynamic Web Applications	IS52027E	15	5	Compulsory	1
Creative Game Engine Development	IS52067B	15	5	Optional	2
Audio for Games and Immersive Experience	TBC	15	5	Optional	2

Graphics 2	IS52049A	15	5	Optional	2
Sound and Signal 2	IS52051A	15	5	Optional	2
Extended C++	IS52050A	15	5	Optional	2
Goldsmiths Social Change Project	TBC	15	5	Optional	2

Academic year of study 4

30 credits per term of compulsory and optional modules.

Module Name	Module Code	Credits	Level	Module Type	Term
Data Programming for Artificial Intelligence	IS52061A	15	5	Optional	1
Generative Drawing	IS52068B	15	5	Optional	1
Option module not taken in year 3	Various	15	5	Optional	2
The Goldsmiths Elective (Chosen from a list made available annually of modules which provide an opportunity to undertake study in another discipline without pre-requisites or prior knowledge)	Various	15	5	Optional	1
Creative Computing Project 2	IS52030B	30	5	Compulsory	1–3

Academic year of study 5 for BSc Creative Computing with Work Experience

Module Name	Module Code	Credits	Level	Module Type	Term
Work Placement	IS53031A	120	6	Compulsory	1,2,3

Academic year of study 5 (and 6 for BSc Creative Computing with Work Experience)

Module Name	Module Code	Credits	Level	Module Type	Term
Optional modules to a value of 60 credits from an annually approved list		60	6	Optional	1,2,3

Academic year of study 6 (and 7 for BSc Creative Computing with Work Experience)

Module Name	Module Code	Credits	Level	Module Type	Term
Optional module		15	6	Optional	1
Final Project in Creative Computing	IS53028D	45	6	Compulsory	1,2,3

Academic support

Support for learning and wellbeing is provided in a number of ways by departments and College support services who work collaboratively to ensure students get the right help to reach their best potential both academically and personally.

All students are allocated a Personal Tutor (one in each department for joint programmes) who has overall responsibility for their individual progress and welfare. Personal Tutors meet with their student at least three a year either face-to-face, as part of a group and/or electronically. The first meeting normally takes place within the first few weeks of the autumn term. Personal Tutors are also available to students throughout the year of study. These meetings aim to discuss progress on modules, discussion of the academic discipline and reports from previous years if available (for continuing students). This provides an opportunity for progress, attendance, and assessment marks to be reviewed and an informed discussion to take place about how to strengthen individual learning and success.

All students also have access to a Senior Tutor to enable them to speak to an experienced academic member of staff about any issues which are negatively impacting their academic study, and which are beyond the normal scope of issues handled by Programme Convenors and Personal Tutors.

Students are provided with information about learning resources, the Library and information available on Learn.gold (VLE) so that they have access to department/programme handbooks, programme information and support related information and guidance.

Taught sessions and lectures provide overviews of themes, which students are encouraged to complement with intensive reading for presentation and discussion with peers at seminars. Assessments build on lectures and seminars, so students are expected to attend all taught sessions to build knowledge and their own understanding of their chosen discipline.

All assessed work is accompanied by some form of feedback to ensure that students' work is on the right track. It may come in a variety of forms ranging from written comments on a marked essay to oral and written feedback on developing projects and practice as they attend workshops.

Students may be referred to specialist student services by department staff or they may access support services independently. Information about support services is provided on the Goldsmiths website and for new students through new starter information and induction/Welcome Week. Any support recommendations that are made are agreed with the student and communicated to the department so that adjustments to learning and teaching can be implemented at a department level and students can be reassured that arrangements are in place. Opportunities are provided for students to review their support arrangements should their circumstances change. The Disability and Wellbeing Services maintain caseloads of students and provide on-going support.

The Careers Service provides central support for skills enhancement, running The Gold Award scheme and other co-curricular activities that are accredited via the Higher Education Achievement Report (HEAR).

The Centre for Academic Language and Literacies works with academic departments offering bespoke academic literacy sessions. It also provides a programme of academic skills workshops and one-to-one provision for students throughout the year

Placement opportunities

Our degrees include an optional industrial placement year after the second year of study. You will be responsible for securing a placement, but we can support you through this process. Although we encourage you to take the opportunity of a placement year, you can also complete your degree in three years.

We encourage and support students to gain work experience through embedded support in the curriculum and the support and guidance of Personal Tutors. Students on this programme have two options available to them for placements:

- Summer Placement which can be taken as a 3rd year elective module. Takes place in the Summer after 2nd year and is for a minimum of 6 weeks.
    - Assessment for this module is based on:
        - a report written by the student to be submitted before end of term 1 of year 3
        - a report from the workplace supervisor who was responsible for the student's work on the placement
- Year out Work Placement which allows a student to upgrade from a 3 year to a 4 year "with Work Experience" degree. Minimum duration of 10 months.
    - The University has a duty of care to the students. Two reports are required from the candidate and two reports from their workplace supervisor describing the progress throughout the placement.

Employability and potential career opportunities

This programme aims to prepare students for a career in creative computing. This is an interdisciplinary field at the intersection of technology and creative work such as interface design; web application development; computer graphics; sound and music production; games and animation; computational art; film and television production and special effects; cataloguing services; multimedia systems analysis; and research and development in media and entertainment. Employers increasingly demand that new recruits are able to add immediate value to their organisation through a mix of creative and technological skills.

Students are supported from the start to the finish of this programme in order to understand the different potential career journeys they can follow and to build a portfolio of work to demonstrate their capability to gain employment or freelance work in that area. Assessment has been designed to facilitate this process through the development of transferable or soft skills listed in the section above. Regular guest lectures from industry support the development of sector knowledge and awareness of different career paths.

The Department's External Advisory Board ensures relevance of all our programmes to the current and future needs of employers. All programmes are designed in consultation with employers to make sure you develop transferable skills to improve your career opportunities, and you will be applying your skills to real-world problems through live project briefs and group projects. The board and other employers attend showcase events where you can present your ideas, get feedback, and build important connections.

We have dedicated employability resource within the department to build employer relations and manage additional initiatives to support your future career opportunities, including regular communication of external opportunities for mentoring and work experience and an annual Career week (a focussed week of career support every June in the department where you can access alumni panels by programme and a range of industry talks).

Programme-specific requirements

None

Tuition fee costs

Information on tuition fee costs is available at: https://www.gold.ac.uk/students/fee-support/

Specific programme costs

Physical computing modules may require the purchase of additional hardware kits.