

MSc Applied Artificial Intelligence

Programme specification

1. Programme details

Item	Information
a) Programme name (incl. pathways):	MSc Applied Artificial Intelligence
b) Programme code(s)	
c) Programme credit value(s)	180 CATS 90 ECTS
d) Programme author(s)	Dr Basel Barakat
e) Entry requirements	<p>BSc Degree at level 2:1 in a science, technology, engineering, mathematical or other relevant quantitative subject.</p> <p>OR</p> <p>A BSc Degree at level 2:2 in a quantitative subject and at least 2 years of relevant professional experience.</p> <p>Non-standard entry criteria:</p> <p>If you do not have a quantitative background, we may accept applications from other disciplines, following the successful completion of a free primer that builds your skills in coding and maths:</p> <p>A BA or BSc Degree at level 2:1 or 2:2 with at least 2+ years of relevant work experience.</p> <p>No degree, but 5+ years of relevant work experience.</p>
f) Academic year effective from	2026/27

2. Programme Aims & Overview

Aims

The MSc Applied Artificial Intelligence aims to equip students with both the critical theoretical knowledge and advanced practical skills necessary to navigate the rapidly evolving landscape of artificial intelligence. The programme focuses on synthesizing complex machine learning algorithms

and designing sophisticated AI models to solve data-driven challenges in diverse real-world contexts. Beyond technical proficiency, it aims to foster a deep understanding of ethical dilemmas and societal impacts, ensuring graduates can evaluate AI systems against economic, environmental, and social criteria. Ultimately, the course prepares professionals to communicate complex ideas effectively and drive innovation responsibly

Overview

This programme is built to produce practitioners who understand the entire lifecycle of AI—from data preprocessing and feature engineering to Machine Learning Operations and deployment strategies. We don't just teach students how to build neural networks and transformers ; we teach them how to solve multifaceted real-world problems by dissecting stakeholder needs and formulating integrated strategies.

3. External reference

Item	Information
a) FHEQ Level of Award:	7
b) UCAS Code(s):	TBC
c) HECoS Code(s):	TBC
d) QAA Benchmark group:	Computing

4. Awards

Item	Information
g) Awarding institution:	University of London (Interim Exit Awards made by Goldsmiths' University)
h) Teaching institution:	Goldsmiths, University of London
i) Home School:	Computing
j) School(s) also involved in teaching of the programme:	1. None 2. None 3. None If other, name here: N/A
k) Entry awards:	<input type="checkbox"/> CertHE <input type="checkbox"/> DipHE <input checked="" type="checkbox"/> PGCert <input checked="" type="checkbox"/> PGDip
l) Interim exit awards:	<input type="checkbox"/> CertHE <input type="checkbox"/> DipHE <input checked="" type="checkbox"/> PGCert <input checked="" type="checkbox"/> PGDip
m) Final awards:	MSc Applied Artificial Intelligence

5. Delivery

Item	Information
a) Language of study:	English

Item	Information	
b) Valid intake points in year:	<input checked="" type="checkbox"/> January <input checked="" type="checkbox"/> Sept/Oct <input type="checkbox"/> Other If other, specify: N/A	
c) Mode of study:	On Campus Indicate the overall balance of teaching modes in the table below.	
d) Total hours directed learning/year	1800	
e) In-person hours	1800	100%
f) Online hours	0	0%
g) Pace of study:	<input checked="" type="checkbox"/> Full time <input checked="" type="checkbox"/> Part time	
h) Duration of programme	Full time: 1 <input checked="" type="checkbox"/> years <input type="checkbox"/> months Part time: Up to 48 <input type="checkbox"/> years <input checked="" type="checkbox"/> months	
i) External accreditation:	N/A	
j) Apprenticeship Standard:	N/A	

6. Programme Learning Outcomes

Also, see the [curriculum map](#) at the end of document.

For UG exit awards, Learning Outcomes must be achieved in the level indicated below:

- CertHE = Level 4
- DipHE = Level 5

Learning outcomes are grouped in categories of:

- **Declarative learning** - knowledge, thinking & facts (D1-3)
- **Functional learning** - application of knowledge, thinking & facts (F1-3)
- **Professional and transferable skills and behaviours** (P1-3)

On successful completion of the programme, you will be able to:

Learning Outcome		Level	Graduate Attribute
D1	Critically evaluate the key principles of artificial intelligence and ML	7	Diversity of perspective
D2	Synthesize advanced knowledge of machine learning algorithms for how to solve problems	7	Responsible agency
D3	Analyse real-world AI applications and their limitations	7	Diversity of perspective
F1	Design AI models using advanced machine learning techniques	7	Responsible agency

F2	Evaluate the performance of AI systems in diverse real-world scenarios and efficiency	7	Diversity of perspective
F3	Analyse data-driven challenges in real-world contexts	7	Political in the personal
P1	Critically appraise ethical dilemmas in AI deployment	7	Responsible agency
P2	Communicate ideas in a clear and coherent manner that reflects on critical best practice	7	Collaboration
P3	Reflect on personal professional behaviours to analyse the societal impact of AI technologies	7	Political in the personal

7. Programme Structure

For Undergraduate programmes (UG), each level must amount to at least **120 CATS** (60 ECTS).

Postgraduate (PGT) programmes must amount to at least 180 CATS (90ECTS), with exception to interim exit awards.

Compulsory modules must be taken by all students.

Option modules – you must choose one or more of the options available to this programme at this level and point. The option modules available from this list may vary from year to year, depending on student numbers and staff availability. Selection takes place during your studies, not before.

Also, see [curriculum structure grid](#).

Phase 1 (FT)

Module Name	Code	Credit	Level	Type	Term	Year PT	Pathway
AI Engine	TBC	30	7	Compulsory	1	1	N/A
Machine Learning	TBC	30	7	Compulsory	1	1	N/A
AI Brain	TBC	30	7	Compulsory	2	2	N/A
Solving Problems with AI	TBC	30	7	Compulsory	2	2	N/A
Final Project	TBC	60	7	Compulsory	1-2-3	2	N/A

8. Learning, Teaching & Assessment

Learning & Teaching methods

Teaching will be via a range of formats to be as relevant as possible to the topic and learning outcomes. This may be through workshops, practical labs, lectures and seminars. It may have a

mix of in-person and online activities, designed to give you the best learning experience and to make the most out of your time on campus. You are expected to attend all your timetabled learning activities.

Specifically, this programme will be taught in the following ways:

Each module runs for ten weeks. During each week, students attend one lecture and one practical laboratory session. In this programme the students complete a total of 180 credits. In the first two terms, students take two taught modules per term, each worth 30 credits (60 credits per term). The final term is dedicated to a project module worth 60 credits.

Assessment modes and approaches

You will be assessed in a range ways throughout your course. These will be both Formative (for feedback and development), and Summative (required to pass and progress to the next level). Summative assessments are compulsory.

Feedback is a crucial part of your learning and development in this programme. You will receive feedback both on your Formative (work in progress) tasks/assessments, and your Summative (graded) assessments. This feedback will help the assessment to be a part of your learning, not just a test. It may be verbal, written or video based. Please engage with this feedback to improve your future work.

Specifically, this programme will be assessed in the following ways:

Standard modules include one major assessment. Some modules require closed-book, invigilated exams, while others use portfolio-based assessments developed progressively throughout the module. Assessments should incorporate self-reflection and personalised elements to discourage reliance on generative AI tools. Additionally, an interactive challenge or other formative assessment with feedback.

Assessment diet (number of assessments for compulsory modules)

Mode	Level 3	Level 4	Level 5	Level 6	Level 7	Total
Coursework	0	0	0	0	0	0
Exam	0	0	0	0	0	0
Live (presentation, performance etc.)	0	0	0	0	0	0
Portfolio (multi-modal)	0	0	0	0	5	5
Practical / multimedia	0	0	0	0	0	0
Written	0	0	0	0	0	0
TOTAL:	0	0	0	0	5	5
Of which...	Individual:	5	Group:	0		

9. Other information

Item	Information						
a) Assessment regulations	https://www.gold.ac.uk/gam/taught-programmes/assessment/						
b) Placement opportunities	N/A						
c) Programme-specific requirements	N/A						
d) Programme specific costs and resources	N/A						
e) Employability and potential career opportunities	<p>This equips them for high-demand, interdisciplinary careers spanning industry, research, and public sector roles, particularly those requiring ethical judgment, innovation, and the ability to translate technical solutions into real-world impact.</p> <p>Potential Career Opportunities</p> <table border="0"> <tr> <td>Domain</td> <td>Example Roles</td> </tr> <tr> <td>AI & Machine Learning</td> <td>ML Engineer, Data Scientist, AI Researcher, NLP Engineer, Computer Vision Specialist</td> </tr> <tr> <td>Data & Analytics</td> <td>Data Analyst, Business Intelligence Developer, Predictive Analytics Consultant</td> </tr> </table>	Domain	Example Roles	AI & Machine Learning	ML Engineer, Data Scientist, AI Researcher, NLP Engineer, Computer Vision Specialist	Data & Analytics	Data Analyst, Business Intelligence Developer, Predictive Analytics Consultant
Domain	Example Roles						
AI & Machine Learning	ML Engineer, Data Scientist, AI Researcher, NLP Engineer, Computer Vision Specialist						
Data & Analytics	Data Analyst, Business Intelligence Developer, Predictive Analytics Consultant						

Item	Information	
	Research & Academia	Research Assistant, PhD Candidate, AI Ethics Researcher
	Policy & Advisory	AI Policy Advisor, Technology Consultant, Ethics & Compliance Officer
	Software & Product Development	Software Engineer, Systems Designer, Product Manager for AI/ML products
	Social Impact & Non-Profit Tech	AI for Social Good Specialist, Technology Inclusion Analyst, Human-Centered AI Developer

10. Academic support

There is a range of support available to you to give you the best possible chance of success in this programme.

Please see your tutors and student portal/VLE for details of what's available and how to access this support.

11. Curriculum map

Programme Learning Outcomes assessed by each module:

Module name	Code	Type	D1	D2	D3	F1	F2	F3	P1	P2	P3
AI Engine	TBC	Compulsory	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Applied Machine Learning	TBC	Compulsory	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
AI Brain	TBC	Compulsory	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>	<input type="checkbox"/>
Solving Real World Problems With AI	TBC	Compulsory	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>
Final Project	TBC	Compulsory	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>	<input checked="" type="checkbox"/>