PROGRAMME SPECIFICATION

Part 1: Basic Data	
Awarding Institution	University of the West of England, Bristol
Teaching Institution	University of the West of England, Bristol SHAPE, Hong Kong
Delivery Location	University of the West of England, Bristol SHAPE, Hong Kong
Faculty responsible for programme	Faculty of Environment and Technology
Department responsible for programme	Computer Science and Creative Technologies
Modular Scheme Title	Environment and Technology
Professional Statutory or Regulatory Body Links	N/A
Highest Award Title	BSc(Hons) Digital Media
Default Award Title	
Fall-back Award Title	BSc(Hons) Creative Technology Studies
Interim Award Titles	BSc Digital Media Dip HE Digital Media Cert HE Digital Media
UWE Progression Route	
Mode(s) of Delivery	SW / FT / PT / BL
Codes	**ISIS2:G451** **(G451 SW) (G45113 FT) (G45A13 SHAPE)**
Relevant QAA Subject Benchmark Statements	Computing
CAP Approval Date	June 2015 v1.2; November 2015 v1.3; Feb 2016 v2, June 2016 v2.1; Jan 2017 v4; 16 Jan 2018 v5
Valid from	September 2018
Version	5

Part 2: Educational Aims of the Programme

The BSc (Hons) Digital Media has the following general aims:

- To enable students to embark upon professional careers by developing problem-solving and other transferable skills.
- To enable students to work effectively and productively as a member of a team.
- To develop study skills that will enable students to become independent, lifelong learners.
- To prepare students for progressing to study for higher degrees in computing and digital media.
- To encourage the discerning use of reference material from a variety of sources.

The BSc (Hons) Digital Media has the following specific aims:

- To provide skills in the design and implementation of digital media and computer games, including an understanding of the mathematical and technological principles required, as well as an exploration of the creative potential presented within the development of media for web platforms, and the cultural and technological contexts out of which they arise.
- To provide practical skills in web development, interaction design, and deployment of rich interactive media,
- To develop the students' ability to make efficient, innovative and robust contributions to companies engaged in the development of products for web platforms and related interactive digital media.
- To develop the students' understanding of the importance and mechanisms of project management, and associated tools, within computing, with particular reference to the development of interactive digital media and the web.

Programme requirements for the purposes of the Higher Education Achievement Record (HEAR)

Graduates will be able to demonstrate knowledge and understanding of the concepts, contexts and processes that inform the combination of textual and graphical forms of information in communication. They will be able to communicate effectively by appropriately expressing, interpreting and ordering information. They will also be able to design and implement simple OO programs using class diagrams and algorithm designs.

Graduates will have shown during their degree, that they are able to use Unix/Linux and Internet tools to build systems. They will be able to employ system descriptive notations and use a variety of multimedia technologies to create and edit images and sound recordings. They will be able to generate and edit MIDI; sample and edit audio and integrate MIDI and audio. They will also be able to write Java programs to capture, store, process and output audio data and MIDI commands.

Graduates will be able to use the appropriate tools and methods for critical evaluation of application case materials. They will have shown that they are able to design information content for documents and the world wide web.

Upon graduation, they will be able to present data in a variety of forms and implement data models in RDBMS and XML. They will be able to plan, design and implement multimedia application content to resolve issues, such as; database connectivity and import of media resources. They will also be able to specify the requirements for a multimedia-focused application and undertake its design and implementation. As well as this, they will demonstrate knowledge of data structures, including operations performed on them and languages for modelling them.

Graduates will be able to construct and document moving image sequences using digital video production equipment and editing software. They will have shown they understand the principles of animation and the creation of 3D characters. This will have included appropriate lighting principles, shading algorithms and rendering techniques. They will be able to create lip-synched 3D animations using appropriate animation techniques, motion capture principles, shading algorithms and rendering methods.

Part 2: Educational Aims of the Programme

These graduates will be able to show that they are critical thinkers who are able to analyse, evaluate and solve problems. They will be able to synthesise different types of information, balance conflicting objectives and express problems in appropriate notations. They will also be able to communicate orally and in writing, to manage their time and to work with others - having gained insights into the problems of team-based software development.

In addition, these graduates will be able to learn independently and to use literature sources to support learning. They will be able to undertake a literature review of a specialist area, including the writing of a critical review of the subject.

They will be able to use software tools in the context of application development and understand basic techniques for structuring and accessing information. They will also be able to undertake analysis and interpretation of information in the context of Artificial Intelligence.

Furthermore, graduates will be able to understand ethical issues and apply principles of ethical practice to the development of appropriate policies in an IT context. They will also be able to apply user-centred design and undertake usability analysis.

Part 3: Learning Outcomes of the Programme (Level 1 modules)

Intended Learning Outcomes:	UFCFS5-30-1 OR UFCF8L-30-1	UFCFY5-30-1	UFCFT6-30-1	UFCFWA-30-1	UBLFU8-15-1	UBLF98-15-1 OR UFCF7L-15-1	UFCFF5-30-1	UFCFC4-30-1
A) On successful completion of the programme, students will demonstrate knowledge and understanding of:								
Historical and cultural perspectives of digital media and the web	X					X		
Key visual and information design principles		X	X		X	X		
Interaction design concepts, markup and programming languages, presentation technologies, formats and deployment technologies as applicable in modern digital media development	X	X	X		X		X	
The design development process, the use of personas, information architecture, functional analysis and testing in user centered design			X	X	X		X	
Hardware architecture and supporting software technologies, and the network environment required for the production and deployment of contemporary digital media products	X	X	X	X			X	X
Professional, ethical and sustainability issues affecting the development and deployment of digital media within an international market place							X	
B) Intellectual Skills: On successful completion of the programme, students will be able to:								
Apply appropriate design and problem-solving techniques to digital media requirements or issues	X	X		X			X	X
Critically compare and evaluate digital media products and their designs	X	X	X			X		
Research and conduct an in-depth investigation relating to the requirements and/or relevant background information for the development of a digital media product					X	X		
Undertake a substantial study involving the design and/or development of a digital media product using appropriate tools and methodologies								
(C) Subject/Professional/Practical Skills: On successful completion of the programme, students will be able to:								
Create low and high fidelity designs and appropriate technical solutions corresponding to stated requirements.		X						
Interpret digital media designs to form technical requirements and design code/software that meets them.	X						X	
Write programming code in an appropriate language that fulfills a given design.	X	X	X	X				
Utilise standard tools and professional design practices throughout the development process, to design, deploy, debug, test, and critically evaluate finished projects		X		X	X			X
Apply a range of techniques from key areas to digital media development		X	X	X	X			X
(D) Transferable skills and other attributes: On successful completion of the programme, students will be able to:								
Demonstrate personal and time management skills appropriate to professional conduct in the field of digital media.	X	X	X	X	X	X	X	X
Report and communicate ideas and results effectively using media and style appropriate to an intended audience.	X	X	X	X	X	X	X	X
Work effectively as part of a group								X
Manage a project effectively, from inception to completion								
Learn independently, reflect on their learning needs and achievements	X			X	X			
Reflect on the process of development of a digital media product	X					X		

Part 3: Learning Outcomes of the Programme (Level 2 modules)										
Module No: **Intended Learning Outcomes:**	UFCFH5-30-2	UFCFS3-30-2	UFCFB4-30-2	UFCFV4-30-2OR UFCF9L-30--2	UFCFS6-30-2OR UFCFAL-30-2	UFCFK4-30-2	UFCFC6-30-2	UFCFG4-30-2	UFCFA4-30-2	
A) On successful completion of the programme, students will demonstrate knowledge and understanding of:										
Historical and cultural perspectives of digital media and the web		X								
Key visual and information design principles	X				X					
Interaction design concepts, markup and programming languages, presentation technologies, formats and deployment technologies as applicable in modern digital media development	X	X			X		X	X	X	
The design development process, the use of personas, information architecture, functional analysis and testing in user centered design	X			X	X	X	X		X	
Hardware architecture and supporting software technologies, and the network environment required for the production and deployment of contemporary digital media products		X	X	X		X		X	X	
Professional, ethical and sustainability issues affecting the development and deployment of digital media within an international market place	X						X			
B) Intellectual Skills: On successful completion of the programme, students will be able to:										
Apply appropriate design and problem-solving techniques to digital media requirements or issues		X		X	X	X		X	X	
Critically compare and evaluate digital media products and their designs	X				X		X		X	
Research and conduct an in-depth investigation relating to the requirements and/or relevant background information for the development of a digital media product	X				X		X			
Undertake a substantial study involving the design and/or development of a digital media product using appropriate tools and methodologies										
(C) Subject/Professional/Practical Skills: On successful completion of the programme, students will be able to:										
Create low and high fidelity designs and appropriate technical solutions corresponding to stated requirements.		X							X	
Interpret digital media designs to form technical requirements and design code/software that meets them.	X				X		X		X	
Write programming code in an appropriate language that fulfills a given design.			X	X	X	X			X	
Utilise standard tools and professional design practices throughout the development process, to design, deploy, debug, test, and critically evaluate finished projects		X		X	X	X	X	X	X	
Apply a range of techniques from key areas to digital media development	X	X			X			X	X	
(D) Transferable skills and other attributes: On successful completion of the programme, students will be able to:										
Demonstrate personal and time management skills appropriate to professional conduct in the field of digital media.	X	X		X	X	X	X	X	X	
Report and communicate ideas and results effectively using media and style appropriate to an intended audience.	X	X	X	X	X	X	X	X	X	
Work effectively as part of a group	X		X	X			X	X		
Manage a project effectively, from inception to completion			X							
Learn independently, reflect on their learning needs and achievements	X				X	X			X	
Reflect on the process of development of a digital media product		X					X	X		

Part 3: Learning Outcomes of the Programme (Level 3 modules)

Intended Learning Outcomes:	UFCFS4-30-3	UFCFQ5-30-3	UFCFM4-30-3	UFCFEC-30-3	UFCFD6-30-3	UFCF7H-15-3	UFCFB5-30-3	UFCFX3-15-3	UFCFR5-15-3	UFCFE6-15-3	UFCF95-15-3	UFCFV5-15-3	UFCFV3-15-3
A) On successful completion of the programme, students will demonstrate knowledge and understanding of:													
Historical and cultural perspectives of digital media and the web	x	x							x	x	x		
Key visual and information design principles	x			x	x	x		x					
Interaction design concepts, markup and programming languages, presentation technologies, formats and deployment technologies as applicable in modern digital media development		x	x			x			x				
The design development process, the use of personas, information architecture, functional analysis and testing in user centered design	x	x	x		x	x		x			x		
Hardware architecture and supporting software technologies, and the network environment required for the production and deployment of contemporary digital media products	x		x	x	x	x	x	x	x			x	
Professional, ethical and sustainability issues affecting the development and deployment of digital media within an international market place		x	x		x				x			x	x
B) Intellectual Skills: On successful completion of the programme, students will be able to:													
Apply appropriate design and problem-solving techniques to digital media requirements or issues	x		x	x	x	x	x	x	x		x	x	x
Critically compare and evaluate digital media products and their designs		x	x		x						x	x	x
Research and conduct an in-depth investigation relating to the requirements and/or relevant background information for the development of a digital media product	x	x	x				x				x		
Undertake a substantial study involving the design and/or development of a digital media product using appropriate tools and methodologies	x					x		x	x				
(C) Subject/Professional/Practical Skills: On successful completion of the programme, students will be able to:													
Create low and high fidelity designs and appropriate technical solutions corresponding to stated requirements.	x			x	x				x		x		
Interpret digital media designs to form technical requirements and design code/software that meets them.	x	x	x	x		x			x			x	
Write programming code in an appropriate language that fulfills a given design.	x			x	x		x	x					
Utilise standard tools and professional design practices throughout the development process, to design, deploy, debug, test, and critically evaluate finished projects	x	x	x	x	x	x	x	x	x		x	x	x
Apply a range of techniques from key areas to digital media development	x	x	x	x	x	x	x	x	x		x	x	x
(D) Transferable skills and other attributes: On successful completion of the programme, students will be able to:													
Demonstrate personal and time management skills appropriate to professional conduct in the field of digital media.	x	x	x	x	x	x	x	x	x	x	x	x	x
Report and communicate ideas and results effectively using media and style appropriate to an intended audience.	x	x	x	x	x	x	x	x	x	x	x	x	
Work effectively as part of a group		x	x		x							x	x
Manage a project effectively, from inception to completion	x		x		x							x	x
Learn independently, reflect on their learning needs and achievements	x	x							x	x	x	x	x
Reflect on the process of development of a digital media product	x	x	x		x				x		x		x

Part 4: Student Learning and Student Support

Teaching and learning strategies to enable learning outcomes to be achieved and demonstrated

At UWE, Bristol there is a policy for a minimum average requirement of 12 hours/week contact time over the course of the full undergraduate programme. This contact time encompasses a range of face to face activities as described below. In addition a range of other learning activities will be embedded within the programme which, together with the contact time, will enable learning outcomes to be achieved and demonstrated.

On the Digital Media programme teaching is a mix of scheduled, independent and placement learning.

Central to the Faculty's developing Teaching and Learning Strategy is the intention to:

- create a community of learners, where staff and students work, learn and interact together to forward their own and each other's learning
- promote deep approaches to learning and lifelong learning
- create learning experiences that produce graduates with the ability to think critically and analytically and to take responsibility for the management of their own learning.
- provide support for a diverse body of learners

These principles inform the curriculum design and underpin the wide range of teaching, learning and assessment approaches that have been adopted. The strategy emphases the value of variety in stimulating students and responding to their different preferred learning styles. Teaching teams are expected to be reflective about how chosen methods contribute to meeting the aims of the strategy. External examiners' comments confirm that this is generally well achieved.

The mode of delivery of a module is determined by its Module Leader, and typically involves a combination of one or more lectures, tutorials, 'lectorials', laboratory classes, group activities and individual and group project work. Academic advice and support is the responsibility of the staff delivering the module in question. Staff are expected to be available outside normal timetabled hours, either by appointment or during published "surgery" hours, in order to offer advice and guidance on matters relating to the material being taught and on its assessment.

In addition to the formally constituted Student Reps and Staff Forum, Student Representatives meet each semester with the Programme Leader to raise any matters of concern amongst their respective cohorts.

Scheduled learning includes lectures, seminars, tutorials, project supervision, demonstration, practical classes and workshops, external visits and work based learning. Scheduled sessions may vary slightly depending on the module choices made.

Independent learning includes hours engaged with essential reading, case study preparation, assignment preparation and completion etc. These sessions constitute an average time per level as indicated in the table below. Scheduled sessions may vary slightly depending on the module choices made.

Class Activities The mode of delivery of a module is determined by its Module Leader, and typically involves a combination of one or more lectures, tutorials, 'lectorials', laboratory classes, group activities and individual and group project work.

Academic Support Academic advice and support is the responsibility of the staff delivering the module in question. Staff are expected to be available outside normal timetabled hours, either by appointment or during published "surgery" hours, in order to offer advice and guidance on matters relating to the material being taught and on its assessment.

Pastoral Care
Pastoral care is divided between academic personal tutors who look after the academic well-being of students snd student advisors who provide comprehensive, full-time student support on a range of issues including funding, academic regulations, personal and health issues.

Part 4: Student Learning and Student Support

Progression to Independent Study
Many modules require students to carry out independent study, such as research for projects and assignments, and a full range of facilities are available at all sites to help students with these. The philosophy is accordingly to offer students both guided support and opportunities for independent study. Guided support, mainly in the form of timetabled sessions, takes the form of lectures, tutorials, seminars and practical laboratory sessions. Students are expected to attend all sessions on their timetable, and this is especially important because of the high content of practical work in the programme.

Description of any Distinctive Features
Many modules involve significant practical work. The programme introduces level one studio modules in designated studio spaces encouraging cohort ownership and identity and engagement.. Therefore a substantial proportion of the student's contact time for those and other modules is spent in the computer studios.

Part 5: Assessment

The programme will be operated in accordance with UWE Academic Regulations and Procedures

Part 6: Programme Structure		

This structure table below shows:
- level and credit requirements
- interim award requirements
- module diet, including compulsory and optional modules

Students who wish to build expertise in a specialist area are recommended to take the modules indicated in the table below (subject to viability), for which:
Std: Standard Delivery
DC: Design and Coding
WD: Web Development
MP: Media Production
GD: Games Development
AT: Audio Technology
Not all modules will be offered at all delivery locations in a given year. **C** indicates compulsory modules; **O** indicates optional modules. Modules in the specialist areas are existing modules offered on other existing CSCT programmes such as BSc(Hons) Games Technology. The programme for each full-time year of study must comprise 120 credits. Selection of modules is subject to the student having qualifications that demonstrate the pre-requisite knowledge shown in the module specifications:

ENTRY	YEAR 1	120 credits	CR	Std	DC	WD	MP	GD	AT
	UFCFS5-30-1	Introduction to Web Platforms	30	**C**		**C**	**C**	**C**	**O**
	UFCFY5-30-1	Multimedia Studio	30	**C**	**C**	**C**	**C**	**C**	**C**
	UFCFWA-30-1	Entertainment Software Dev	30			**O**	**O**	**C**	**O**
	UFCFT6-30-1	Web Design Studio	30	**C**	**C**	**C**	**C**	**O**	**C**
	UBLFU8-15-1	Graphic Design	15	**C**	**C**	**O**	**O**	**O**	**O**
	UBLF98-15-1	Design In Context	15	**C**		**O**	**O**	**O**	**O**
	UFCFF5-30-1	Game Development Evolution	30			**O**	**O**	**O**	**O**
	UFCFC4-30-1	Audio Engineering	30			**O**	**O**	**O**	**C**
	UFCFS5-30-1	Introduction to Creative Coding	30		**C**				
	UFCF7L-15-1	Design Thinking	15		**C**				
	Cert HE in Digital Media 120 credits, of which not less than 100 are at Level 1 or above								
	YEAR 2	120 credits							
	UFCFH5-30-2	User Experience	30	**C**	**C**	**C**	**C**	**C**	**C**
	UFCFS3-30-2	3D Technologies for the Web	30	**O**	**O**	**C**	**C**	**C**	
	UFCFV4-30-2	Data Schemas and Applications	30	**C**		**C**	**C**		
	UFCFS6-30-2	Web Design Principles	30	**C**		**C**	**C**		**C**
	UFCFK4-30-2	C++ Development	30					**C**	

Code	Title	Credits						
UFCFC6-30-2	Play and Games	30		O				C	
UFCFB4-30-2	Intelligent Systems	30	O	O				
UFCFG4-30-2	Audio Recording	30							C
UFCFA4-30-2	Applied Audio Systems	30							C
UFCF9L-30-2	Creating with Data	30		C				
UFCFAL-30-2	Internet of Everything: Design Principles	30		C				
Dip HE in Digital Media 240 credits, of which not less than 100 are at Level 2 or above and a further 120 are at Level 1 or above									
YEAR 3	**120 credits**							
UFCFS4-30-3	Creative Technologies Project	30	C	C	C	C	C	C
UFCFQ5-30-3	Interaction Design	30	C	C	C	C	C	C
UFCFB5-15-3	Ethical and Professional Issues in Computing and Digital Media	15	C	C				
UFCFX3-15-3	Advanced Topics in Web Dev. 1	15	*C/O	O	C			
UFCFR5-15-3	Advanced Topics in Web Dev. 2	15	O	O	C			
UFCFM4-30-3	Commercial Games Development	30					C	
UFCFEC-30-3	3D Modelling and Animation	30				C	O	
UFCF7H-15-3	Mobile Applications	15	O	O				
UFCFD6-30-3	Audio-Visual Production	30	O	O	C	C	O	C
UFCFV5-15-3	Live Sound	15						C
UFCFV3-15-3	Advanced Performance	15						C
UFCFE6-15-3	Professional Experience	15	O	O				
UFCF95-15-3	Entrepreneurial Skills	15	O	O				
UFCFWJ-15-3	International experience	15	O	O				
UFCFVJ-15-3	Professional Development	15	O	O				
BSc Digital Media 300 credits with at least 60 credits at level 3, plus a further 100 credits at level 2 or above and a further 120 credits at level 1 or above **BSc(Hons) Digital Media** 360 credits, of which at least 100 must be at Level 3 or above, at least a further 100 at Level 2 or above and a further 140 at Level 1 or above									

* UFCFX3-15-3 Advanced Topics in Web Dev. 1 remains compulsory for Standard Delivery in SHAPE, Hong Kong delivery until Sep 2018. Change to option in UWE from Sep 2017.

GRADUATION

This structure table below demonstrates the student journey from Entry through to Graduation for a **part time student on the Standard Delivery.** This is illustrative; the order of teaching of modules at the same level can be in any order, though in general the Creative Technologies Project would be delivered in the final year. Normally, students would be advised to take level 3 core modules before options an so the ordering would vary accordingly for students specializing in particular subject areas.

ENTRY	YEAR 1	60 credits	CR	Std	DC	WD	MP	GD	AT
	UFCFS5-30-1	Introduction to Web Platforms	30	C		C	C	C	
	UFCFY5-30-1	Multimedia Studio	30	C	C	C	C	C	C
	UFCFC4-30-1	Audio Engineering							C
	UFCFS5-30-1	Introduction to Creative Coding			C				
	YEAR 2	**60 credits**							
	UFCFWA-30-1	Entertainment Software Development	30			O	O	C	O
	UFCFT6-30-1	Web Design Studio	30	C	C	C	C	O	C
	UBLFU8-15-1	Graphic Design	15	C	C	O	O	O	O
	UBLF98-15-1	Design In Context	15	C		O	O	O	O
	UFCFZL-15-1	Design Thinking			C				
	UFCFF5-30-1	Game Development Evolution	30			O	O	O	O
	Cert HE in Digital Media 120 credits, of which not less than 100 are at Level 1 or above								
	YEAR 3	**60 credits**							
	UFCFH5-30-2	User Experience	30	C	C	C	C	C	C
	UFCFS3-30-2	3D Technologies for the Web	30	C	C	C	C	C	
	UFCFG4-30-2	Audio Recording							C
	YEAR 4	**60 credits**							
	UFCFV4-30-2	Data Schemas and Applications	30	C		C	C		
	UFCF9L-30-2	Creating with Data	30		C				
	UFCFS6-30-2	Web Design Principles	30	C		C	C		C
	UFCFAL-30-2	Internet of Everything: Design Principles	30		C				
	UFCFK4-30-2	C++ Development	30					C	
	UFCFC6-30-2	Play and Games	30		O			C	
	UFCFA4-30-2	Applied Audio Systems							C
	Dip HE in Digital Media 240 credits, of which not less than 100 are at Level 2 or above and a further 120 are at Level 1 or above								
	YEAR 5	**60 credits**							
	UFCFQ5-30-3	Interaction Design	30	C	C	C	C	C	C
	UFCFB5-15-3	Ethical and Professional Issues in Computing and Digital Media	15	C	C	O	O	O	
	UFCFX3-15-3	Advanced Topics in Web Development 1	15	*C/O	O	O	O	O	
	UFCFV5-15-3	Live Sound	15						C
	UFCFV3-15-3	Advanced Performance	15						C
	BSc Digital Media 300 credits with at least 60 credits at level 3, plus a further 100 credits at level 2 or above and a further 120 credits at level 1 or Highest award								
	YEAR 6	**60 credits**							
	UFCFM4-30-3	Commercial Games Development	30					C	
	UFCFEC-30-3	3D Modelling and Animation	30				C	O	
	UFCFR5-15-3	Advanced Topics in Web Development 2	15	O	O	O	O	O	
	UFCF7H-15-3	Mobile Applications	15	O	O	O	O	O	
	UFCFD6-30-3	Audio-Visual Production	30	O	O	C	C	O	C
	UFCFE6-15-3	Professional Experience	15	O	O	O	O	O	
	UFCFWJ-15-3	International Experience	15	O	O				
	UFCFVK-15-3	Professional Development	15	O	O				
	UFCFW3-30-3	Advanced Technologies	30			O		O	
	UFCFS4-30-3	Creative Technologies Project	30	C	C	C	C	C	C
		BSc Digital Media 300 credits with at least 60 credits at level 3, plus a further 100 credits at level 2 or above and a further 120 credits at level 1 or Highest award **BSc(Hons) Digital Media** 360 credits, of which at least 100 must be at Level 3 or above, at least a further 100 at Level 2 or above and a further 140 at Level 1 or above								

* UFCFX3-15-3 Advanced Topics in Web Dev. 1 remains compulsory for Standard Delivery in SHAPE, Hong Kong delivery until Sep 2018. Change to option in UWE from Sep 2017.

GRADUATION

Part 7: Entry Requirements

Year 1: University Standard Entry Requirements
Year 2: in addition to the University's Standard Entry requirements, students should hold a qualification for which a minimum of 120 credits of Accredited Learning at Level 1 can be granted
Year 3: in addition to the University's Standard Entry requirements, students should hold a qualification for which a minimum of 240 credits of Accredited Learning at Level 1 or 2 may be granted, of which at least 120 credits must be at Level 2.
Students entering with advanced standing must satisfy all the pre-requisite requirements for their intended programme of study.

Part 8: Reference Points and Benchmarks

QAA subject benchmark statements
The Digital Media programme falls within the cognate area of the QAA Computing benchmark. The Computing Benchmark Statement contains (section 5) statements of the standards expected of graduates at both modal and threshold levels. Graduates of this programme will be able to meet the required standards to meet the benchmark.

University strategies and policies
The development of this programme reflects well institutional policies and is fully consistent with the University's commitment to 'make a positive difference to our students, business and society'.

This specification provides a concise summary of the main features of the programme and the learning outcomes that a typical student might reasonably be expected to achieve and demonstrate if he/she takes full advantage of the learning opportunities that are provided. More detailed information on the learning outcomes, content and teaching, learning and assessment methods of individual modules can be found in module specifications, available on the University's website.

First CAP Approval Date	May 2013			
Revision CAP Approval Date *Update this row each time a change goes to CAP*		Version	1	
	November 2014		1.1	
	June 2015		1.2	
	November 2015		1.3	
	4th February 2016		2	
	June 2016		2.1	
	06/12/2016		3	
	31/01/2017		4	
	16 Jan 2018		5	Link to RIA (ID 4583)
Next Periodic Curriculum Review due date				
Date of last Periodic Curriculum Review				