



UNIVERSITY OF
PORTSMOUTH

COURSE SPECIFICATION

MSc Digital Media

**Academic Standards, Quality and Partnerships
Department of Student and Academic Administration**

July 2021

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COURSE SPECIFICATION

Course Title	<i>MSc Digital Media</i>
Final Award	<i>MSc</i>
Exit Awards	<i>PGCert, PGDip</i>
Course Code / UCAS code (if applicable)	<i>P1579FTC, C1579F P1579PTC, C1579P</i>
Mode of study	<i>Full time, Part time</i>
Mode of delivery	<i>Campus</i>
Normal length of course	<i>1 year full time, 3 years part time</i>
Cohort(s) to which this course specification applies	<i>September 2019 intake onwards</i>
Awarding Body	<i>University of Portsmouth</i>
Teaching Institution	<i>University of Portsmouth</i>
Faculty	<i>Faculty of Creative and Cultural Industries</i>
School/Department/Subject Group	<i>School of Creative Technologies</i>
School/Department/Subject Group webpage	<i>School of Creative Technologies</i>
Course webpage including entry criteria	<i>MSc Digital Media</i>
Professional and/or Statutory Regulatory Body accreditations	<i>None</i>
<u>Quality Assurance Agency Framework for Higher Education Qualifications (FHEQ) Level</u>	<i>Level 7</i>

This course specification provides a summary of the main features of the course, identifies the aims and learning outcomes of the course, the teaching, learning and assessment methods used by teaching staff, and the reference points used to inform the curriculum.

This information is therefore useful to potential students to help them choose the right course of study, to current students on the course and to staff teaching and administering the course.

Further detailed information on the individual modules within the course may be found in the relevant module descriptors and the Course Handbook provided to students on enrolment.

Please refer to the [Course and Module Catalogue](#) for further information on the course structure and modules.

Educational aims of the course

Aims to equip students to work professionally within a media rich environment. In particular, the Programme will aim to develop reflective, technical and creative skills associated with the design, development and management of digital media, as well as the knowledge required to support activities in these areas. Students should be able to participate in a range of technical and creative tasks associated with digital asset and applications design, development and testing, including use of the relevant software or equipment. Students will develop intellectual, analytical and problem solving skills, in order to develop professional and interpersonal abilities.

In addition, and more generally, the course aims to:

- Provide a challenging, stimulating and self-rewarding study environment and hence provide an advanced educational experience, which develops the intellectual and practical skills of the student.
- To provide an opportunity for students to develop as critically reflective practitioners in their chosen specialism.
- Accommodate student needs in relation to maximising their career potential, or progress to higher postgraduate study, by enabling them to develop knowledge, critical understanding and advanced skills in their chosen subject area, as well as related professional and career management skills.

Course Learning Outcomes and Learning, Teaching and Assessment Strategies

The [Quality Assurance Agency for Higher Education \(QAA\)](#) sets out a national framework of qualification levels, and the associated standards of achievement are found in their [Framework for Higher Education Qualifications](#) document.

The Course Learning Outcomes for this course are outlined in the tables below.

A. Knowledge and understanding of:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
A1	Develop advanced, critical and reflective conceptual knowledge related to the Digital Media design and production processes, focussing on the ability and readiness to question its principles, practices and boundaries.	Lectures, seminars and laboratory work delivery by means of face-to-face and	Formative presentations, peer review, and lecturer feedback inform summative portfolios of design and development documentation, as well as the final dissertation.
A2	Gather, critically evaluate and synthesise new and existing knowledge in the operation and manipulation of digital media, including specialist hardware technologies, software techniques and human centred requirements, to predict their potential effect on the economy or society.	Blended learning methods to support the development of a self-reflective learning framework in which key knowledge is developed.	
A3	Critically appraise the apply issues related to Intellectual property, copyright, contractual issues and professional codes of conduct and practice in digital media problems, to understand and develop a range of contextually appropriate solutions.		

B. Cognitive (Intellectual or Thinking) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
B1	Think independently, analytically and creatively, and engage imaginatively with ideas, concepts and technology at an advanced level in the field of Digital Media and across discipline boundaries.	Lectures, seminars and laboratory work delivery by means of face-to-face and Blended learning methods to support the development of a self-reflective learning framework in which key intellectual and technical skills are developed.	Formative presentations, peer review and lecturer feedback inform summative portfolios of design and development documentation, as well as the final dissertation.
B2	Actively seek out challenges and seize opportunities by making appropriate decisions for the application of digital media techniques and technologies, as well as demonstrate intellectual curiosity in their creative influences and approach.		
B3	Manage the Digital Media development process and its workflow, in terms of concept development, planning, implementation, testing, and troubleshooting, to develop innovative solutions.		

C. Practical (Professional or Subject) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
C1	Engage with an extended piece of independent, analytic and creative research by acting autonomously in planning and implementing tasks, within and across subject boundaries.	Lectures, seminars and laboratory work by means of face-to-face and Blended learning methods support a framework for pursuing extended development projects. This is enhanced by a subsequent client project, supported by two supervisors.	Formative peer review and lecturer feedback inform summative portfolios of design and development documentation, along with formative supervisor feedback during the final dissertation.
C2	Initiate, develop and realise distinctive work in complex, unpredictable and specialised contexts across the digital media environment and hence demonstrate adaptability, flexibility and development of new skills for new situations.		
C3	Professionally communicate a reasoned perspective on a complex aesthetic and technological problem clearly and effectively to a range of different audiences, including face to face presentations, demonstrations and written communication.		

D. Transferrable (Graduate and Employability) skills, able to:

LO number	Learning outcome	Learning and Teaching methods	Assessment methods
D1	Use current and emerging digital technologies to assist in locating, access and critically engaging with information.	Lectures, seminars and laboratory work by means of face-to-face and Blended learning methods	Formative review, lecturer and supervisors' feedback inform summative portfolios and personal reflective reviews.
D2	Strategically plan, successfully manage and resolve dynamically complex work whilst supporting others to achieve success.	support a framework for pursuing an industry focussed development project. This is augmented by an explicit programme of professional development activities.	Presentations and Written assessments reflect directly on graduate skills.
D3	Proactively pursue academic, professional and career aspirations by addressing personal development needs.		
D4	Develop a reflexive approach to work that is defined by equality, respect and ethical practice, whilst identifying enterprise and innovation opportunities.		

Academic Regulations

The current University of Portsmouth [Academic Regulations](#) will apply to this course.

Support for Student Learning

The University of Portsmouth provides a comprehensive range of support services for students throughout their course, details of which are available at the [MyPort](#) student portal.

In addition to these University support services this course also provides access to:

CCI Creative Skills: One to one support sessions and group tutorials in creative software and skills relevant to CCI courses and future careers.

CCI Academic Skills: Access to resources to support learning strategies and techniques through one to one tutorials or group workshops.

CCI Student Support Advisor: Help to find appropriate academic, pastoral or practical support.
Specialist equipment and facilities relevant to the course.

Evaluation and Enhancement of Standards and Quality in Learning and Teaching

The University of Portsmouth undertakes comprehensive monitoring, review and evaluation of courses within clearly assigned staff responsibilities. Student feedback is a key feature in these evaluations, as represented in our [Policy for Listening to and Responding to the Student Voice](#) where you can also find further information.

Reference Points

The course and outcomes have been developed taking account of:

Course specification for *MSc Digital Media*

- [University of Portsmouth Curriculum Framework Specification](#)
- [University of Portsmouth Strategy](#)
- [University of Portsmouth Code of Practice for Work-based and Placement Learning](#)
- [Quality Assurance Agency UK Quality Code for Higher Education](#)
- [Quality Assurance Agency Qualification Characteristic Statements](#)
- [Quality Assurance Agency Subject Benchmark Statement: Computing](#)
- [Quality Assurance Agency Framework for Higher Education Qualifications](#)
- Requirements of Professional and/or Statutory Regulatory Bodies: **N/A**
- Vocational and professional experience, scholarship and research expertise of the University of Portsmouth's academic members of staff
- National Occupational Standards

Disclaimer

The University of Portsmouth has checked the information provided in this Course Specification and will endeavour to deliver this course in keeping with this Course Specification. However, changes to the course may sometimes be required arising from annual monitoring, student feedback, and the review and update of modules and courses.

Where this activity leads to significant changes to modules and courses there will be prior consultation with students and others, wherever possible, and the University of Portsmouth will take all reasonable steps to minimise disruption to students.

It is also possible that the University of Portsmouth may not be able to offer a module or course for reasons outside of its control, for example, due to the absence of a member of staff or low student registration numbers. Where this is the case, the University of Portsmouth will endeavour to inform applicants and students as soon as possible, and where appropriate, will facilitate the transfer of affected students to another suitable course.

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