

## Overview

<b>Programme Code</b>	35588
<b>Programme Title</b>	Multimedia Computing
<b>Awarding Institution</b>	Liverpool John Moores University
<b>Programme Type</b>	Degree
<b>Language of Programme</b>	All LJMU programmes are delivered and assessed in English
<b>Programme Leader</b>	
<b>Link Tutor(s)</b>	Glyn Hughes

<b>Partner Name</b>	<b>Partnership Type</b>
YPC International College (Kolej Antarabangsa YPC)	Franchised

## Awards

Award Type	Award Description	Award Learning Outcomes
Target Award	Bachelor of Science with Honours - BSH	See Learning Outcomes Below
Alternative Exit	Certificate of Higher Education - CHE	<p>Develop computer programs using elementary programming constructs. Develop computer programs using elementary programming constructs. Discuss computer systems at the hardware and software levels. Discuss computer systems at the hardware and software levels. Understand the different approaches required to solve computer-based problems. Understand the different approaches required to solve computer-based problems. Discuss a range of practical aspects of computing and apply the associated tools and techniques. Discuss a range of practical aspects of computing and apply the associated tools and techniques. Identify a personal development plan to support their career path and recognise ethical, legal and professional aspects that relate to the computing profession. Identify a personal development plan to support their career path and recognise ethical, legal and professional aspects that relate to the computing profession. Design and develop a website using appropriate tools and techniques. Design and develop a website using appropriate tools and techniques. Develop robust models for the storage and processing of data. Develop robust models for the storage and processing of data. Communicate their ideas and take personal responsibility for their learning. Communicate their ideas and take personal responsibility for their learning. Discuss a range of computing challenges specific to Multimedia Computing. Discuss a range of computing challenges specific to Multimedia Computing.</p>
Alternative Exit	Diploma of Higher Education - DHE	<p>Demonstrate a sound understanding of the principles of designing, building and testing multimedia systems. Identify the requirements of multimedia systems and use development tools and methods in an implementation. Utilize project management techniques in support of large-scale computing projects. Design and develop web applications/services using appropriate tools and techniques. Evaluate the appropriateness of different approaches to problem solving. Understand how databases are structured, how to query them for information and be able to develop a database to solve a problem. Understand the ethical and professional issues involved in working in the computing industry.</p>
Alternative Exit	Bachelor of Science - BS	<p>Demonstrate a broad and comparative knowledge of the general scope of the subject, its different areas and applications, and its interactions with related subjects. A detailed knowledge of a defined subject or a more limited coverage of a specialist area balanced by a wider range of study. In each case, specialised study will be informed by current developments in the subject. Demonstrate a critical understanding of the essential theories, principles and concepts of the subject(s) and of the ways in which these are developed through the main methods of enquiry in the subject.</p>

**Alternate Award Names**

## External Benchmarks

<b>Subject Benchmark Statement</b>	UG-Computing (2022)
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## Programme Offering(s)

<b>Mode of Study, Mode of Delivery</b>	<b>Intake Month</b>	<b>Teaching Institution</b>	<b>Programme Length</b>
Full-Time, Face to Face	January	YPC International College (Kolej Antarabangsa YPC)	3 Years
Full-Time, Face to Face	September	YPC International College (Kolej Antarabangsa YPC)	3 Years

## Aims and Outcomes

### Educational Aims of the Programme

Multimedia Computing is a degree that provides students with a comprehensive education, skills and learning experience in Multimedia Computing technologies. The programme provides graduates with a solid computing background in general, specific knowledge and understanding of the latest developments in multimedia computing. The main aims are: - To provide students with a comprehensive understanding of current and developing multimedia technologies. - To provide students with relevant technical skill and experience in multimedia development. - To provide students with the technical skills required for the development of multimedia computing software solutions. - To enable the student to acquire the skills needed in the investigation of user requirements and the development of a suitable software design using the appropriate specifications and design methodologies. - To prepare students with the management skills required to implement Multimedia Computing. - To encourage students to engage with the development of employability skills by completing a self-awareness statement. - To provide students with a comprehensive understanding, critical awareness and ability to conduct evaluation of current multimedia computing research issues. - To encourage students to become autonomous learners. - To further develop students' originality in applying analytical, creative, problem solving and research skills. - To provide advanced, conceptual understanding, underpinning career development, innovation and further study such as PhD in the area of Multimedia Computing.

## Learning Outcomes

<b>Code</b>	<b>Description</b>
PLO1	Apply computer programming techniques to solve a multimedia computing problem.
PLO2	Reflect on the impact of new technologies / standards / legal requirements on the multimedia domain.
PLO3	Critically evaluate and test theories, concepts and systems relating to multimedia computing.
PLO4	Utilise complex methods and skills to solve well-defined computer-based problems.

<b>Code</b>	<b>Description</b>
PLO5	Study independently and have developed transferable skills.
PLO6	Work professionally as a member of a team.
PLO7	Plan, conduct and report a research project.
PLO8	Apply numerical and formal methods skills to cases involving a quantitative dimension.
PLO9	Communicate complex information effectively by written or verbal means.
PLO10	Identify job roles and opportunities that reflect personal interest and expertise.
PLO11	Plan and manage personal learning and development.
PLO12	Manage a software development process, including multimedia systems development.
PLO13	Comprehend current and developing principles and practices within multimedia computing.
PLO14	Have widened and deepened their knowledge and skills in the area of multimedia computing, their applications and supporting technologies.
PLO15	Have been exposed to and applied a range of tools and techniques currently being used in the development of multimedia systems.
PLO16	Deploy a wide range of appropriate computing tools, facilities and techniques to solve a multimedia computing problem.
PLO17	Have analysed and developed a major piece of work in the area of multimedia computing.
PLO18	Investigate innovative technologies in multimedia systems.
PLO19	Understand current and emerging issues concerning multimedia systems.

## Programme Structure

### Programme Structure Description

Students starting on this programme prior to September 2022 will be required to complete the modules specified in the programme specification in force when they commenced their study. This requirement may be varied should a student take a leave of absence or be required to complete final module attempts.

<b>Programme Structure - 360 credit points</b>	
<b>Level 4 - 120 credit points</b>	
<b>Level 4 Core - 120 credit points</b>	<b>CORE</b>
[MODULE] 4700YCOM Introduction to Programming Approved 2022.01 - 20 credit points	
[MODULE] 4701YCOM Computer Systems Approved 2022.01 - 20 credit points	
[MODULE] 4703YCOM Professional Practice Approved 2022.01 - 10 credit points	
[MODULE] 4704YCOM Data Modelling Approved 2022.01 - 10 credit points	
[MODULE] 4722YCOM Introduction to Web Development Approved 2022.01 - 20 credit points	
[MODULE] 4750YCOM Fundamentals of Multimedia Approved 2022.01 - 20 credit points	
[MODULE] 4751YCOM Problem Solving for Multimedia Computing Approved 2022.01 - 20 credit points	
<b>Level 5 - 120 credit points</b>	
<b>Level 5 Core - 100 credit points</b>	<b>CORE</b>
[MODULE] 5700YCOM Group Project Approved 2022.01 - 20 credit points	
[MODULE] 5702YCOM Database Systems Approved 2022.01 - 20 credit points	
[MODULE] 5714YCOM Advanced Web Development Approved 2022.01 - 20 credit points	
[MODULE] 5750YCOM Interactive Multimedia Approved 2022.01 - 20 credit points	
[MODULE] 5751YCOM Project Management Approved 2022.01 - 20 credit points	
<b>Level 5 Optional - 20 credit points</b>	<b>OPTIONAL</b>
[MODULE] 5752YCOM Digital Game Production Approved 2022.01 - 20 credit points	
[MODULE] 5753YCOM Requirements Analysis and Systems Modelling Approved 2022.01 - 20 credit points	
<b>Level 6 - 120 credit points</b>	
<b>Level 6 Core - 100 credit points</b>	<b>CORE</b>
[MODULE] 6700YCOM Project Approved 2022.01 - 40 credit points	
[MODULE] 6729YCOM Applied Data Science Approved 2022.01 - 20 credit points	
[MODULE] 6750YCOM Advanced Interactive Multimedia Approved 2022.01 - 20 credit points	
[MODULE] 6751YCOM Website and E-Commerce Management Approved 2022.01 - 20 credit points	
<b>Level 6 Optional - 20 credit points</b>	<b>OPTIONAL</b>
[MODULE] 6706YCOM Mixed Reality Technologies Approved 2022.01 - 20 credit points	
[MODULE] 6710YCOM User Experience Design Approved 2022.01 - 20 credit points	

Module specifications may be accessed at <https://proformas.ljmu.ac.uk/Default.aspx>

## Teaching, Learning and Assessment

Acquisition of the skills is through a combination of lectures, tutorials, practical sessions and laboratory work. These skills are assessed across the 3 levels of the programme in a range of different assessments such as coursework, presentations and examinations. Throughout the learner is encouraged to undertake independent reading both to supplement and consolidate what is being taught / learnt and to broaden their individual knowledge and understanding of the subject.

## Opportunities for work related learning

Level 4: 4703YCOM Professional Practice - this module provides students with an opportunity to consider their future role as a computing professional and develop a plan to enable them to progress in their chosen career. Level 5: 5700YCOM Group Project - this module provides further insight into developing the role of the student becoming a computing professional, via teamwork and consideration of professional issues within computer security. Students will be encouraged to become student members of appropriate professional bodies for the computing industry (e.g. ACM, IEEE or BCS) as part of their development.

## Entry Requirements

Type	Description
Alternative qualifications considered	For admission to Level 4 of the programme. School/College leavers who have reached 17.5 years on admission would normally be required to have achieved the following: STPM (Malaysian Higher School Certificate) - two (2) principal passes + two (2) subsidiary passes (equivalent to A-levels) in appropriate subjects. OR - Pass Unified Examination Certificate (UEC - Senior Middle Level) with minimum 5 subjects in Grade B including Mathematics. OR - Foundation in Business & Information Technology from YPC International College. OR - Any qualification deemed equivalent by the Programme Team and Link Tutor as entry-level education. For admission directly to Level 5 of the programme, a student would normally be required to have achieved the following: SPM - 3 credits in English Language and other relevant subjects (equivalent to O-levels) plus a YPC International College Diploma in E-Business Technology with a minimum 2.5 Cumulative Grade Point Average (CGPA) score. OR SPM - 3 credits in English Language and other relevant subjects (equivalent to O-levels) plus a MQA approved Diploma in an appropriate discipline - with a minimum 2.5 Cumulative Grade Point Average (CGPA) score. In each case the YPC International College Programme Co-Ordinator will assess English Language capability (such as MUET Band 3 / IELTS 5.5) and if necessary, place students on an appropriate English Language programme. The content of the MQA approved Diploma will be subject to LJMU's RP(E)L process.

## Extra Entry Requirements