

Multimedia Computing

Programme Information

2022.01, Approved

Overview

Programme Code	45583
Programme Title	Multimedia Computing
Awarding Institution	Liverpool John Moores University
Programme Type	Degree with Foundation

Awards

Award Type	Award Description	Award Learning Outcomes
Recruitable Target	Bachelor of Science with Honours (Fnd) - BSHF	A student successfully completing this award will have acquired the subject knowledge and understanding as well as skills and other attributes as detailed above but will not have successfully completed a placement year.
Target Award	Bachelor of Science with Honours (SW) (Fnd) - SBSHF	N/A

Alternate Award Names	
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External Benchmarks

Subject Benchmark Statement	UG-Computing (2019)
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Accreditation

Programme Accredited by

PSRB Name	Type of Accreditation	Valid From Date	Valid To Date	Additional notes
BCS, the Chartered Institute for IT	Accredited by BCS, the Chartered Institute for IT for the purposes of fully meeting the academic requirement for registration as a Chartered IT Professional.			

Programme Offering(s)

Mode of Study, Mode of Delivery	Intake Month	Teaching Institution	Programme Length Programme Length Unit
Full-Time, Face to Face	September	LJMU Taught	5 Years
Full-Time, Face to Face	September	LJMU Taught	4 Years

Aims and Outcomes

Educational Aims of the Programme	<p>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 specific aims of the programme are as follows:</p> <ul style="list-style-type: none"> • 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 develop students' analytical, creative, problem-solving and evaluation skills. • To encourage students to become autonomous learners. • To provide a platform for career development, innovation and further postgraduate study. • To encourage students to engage with the development of employability skills by completing a self-awareness statement. • To facilitate students in the development of expertise in areas of direct and complementary relevance to gaining employment. • For students undertaking a placement year the aim is to provide students with an extended period of work experience at an approved partner that will complement their programme of study at LJMU. This will give the students the opportunity to develop professional skills relevant to their programme of study, as well as attitude and behaviours necessary for employment in a diverse and changing environment.
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Learning Outcomes

Code	Number	Description
PLO1	1	Comprehend current and developing principles and practices within multimedia computing.
PLO2	2	Demonstrate knowledge and understanding of current issues, concepts, principles and theories related to multimedia use and development.
PLO3	3	Utilise problem solving skills.
PLO4	4	Creatively deploy appropriate tools and techniques for the development of multimedia applications.
PLO5	5	Appraise multimedia techniques and their range of applicability in different problems areas.
PLO6	6	Develop and evaluate applications for multimedia problematic domains

PLO7	7	Deploy effective multimedia solutions.
PLO8	8	Use and develop supporting technologies for multimedia, such as application interoperability.
PLO9	9	Use a wide range of computing facilities effectively.
PLO10	10	Plan and manage projects.
PLO11	11	Use information technology, e.g. Software Development tools.
PLO12	12	Have widened and deepened their knowledge and skills in the area of multimedia, their applications and supporting technologies.
PLO13	13	Apply numerical and formal methods skills to cases involving a quantitative dimension.
PLO14	14	Communicate effectively by written or verbal means.
PLO15	15	Plan and manage learning and development.
PLO16	16	Have been exposed to and applied a range of tools and techniques currently being used in the development of multimedia computer systems.
PLO17	17	Have analysed and developed a major piece of work in the area.
PLO18	18	Understand current issues in the relevant aspects of multimedia systems.
PLO19	19	Study independently and have developed transferable skills.
PLO20	20	Work more effectively as part of a team or as a team leader.
PLO21	21	Independently investigate innovative technologies in multimedia development.
PLO22	22	Critically analyse innovative multimedia computing technologies and implement those technologies efficiently and effectively as an individual or as part of a team.

Course Structure

Programme Structure Description	The placement year, module 5104COMSCI, will follow Level 5 and students will be enrolled on a 600 credit honours sandwich programme. The Level 5 mean for the final award mark will be calculated based upon the 240 credits at Level 5. Students successfully completing the assessment of the placement year are eligible for a Sandwich award. Students not undertaking a placement year are registered on the non-sandwich version of the programme and will have the opportunity of an additional study year abroad following Level 5. Students will be enrolled on a 600 credit honours with study abroad programme. Of those 600 credits, 120 will be taken via a Level 5 study abroad module 5114COMSCI. The modules to be studied in the host institution must be agreed in advance. The Level 5 mean for the final award mark will be calculated based upon the 240 credits at Level 5.
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Programme Structure - 360 credit points	
Level 3 - 120 credit points	
Level 3 Core - 120 credit points	CORE
[MODULE] 3100FNDET Algorithms and Computing Approved 2022.01 - 10 credit points	
[MODULE] 3102FNDET Foundation Mathematics for Engineering and Technology 1 Approved 2022.01 - 20 credit points	
[MODULE] 3103FNDET Foundation Mathematics for Engineering and Technology 2 Approved 2022.01 - 20 credit points	
[MODULE] 3106FNDET Programming Approved 2022.01 - 10 credit points	
[MODULE] 3107FNDET Introductory Foundation Physics Approved 2022.01 - 20 credit points	
Level 5 - 120 credit points	
Level 5 Core - 120 credit points	CORE
[MODULE] 5100COMP Research Skills Approved 2022.01 - 10 credit points	
[MODULE] 5101COMP Professional Issues Approved 2022.01 - 10 credit points	
[MODULE] 5102COMP Database Systems Approved 2022.01 - 20 credit points	
[MODULE] 5112COMP Project Management Approved 2022.01 - 20 credit points	
[MODULE] 5114COMP Advanced Web Development Approved 2022.01 - 20 credit points	
[MODULE] 5127COMP Digital Media Production Approved 2022.01 - 20 credit points	
[MODULE] 5128COMP Interactive Multimedia Systems Approved 2022.01 - 20 credit points	
Optional placement - 120 credit points	OPTIONAL
Placement Year - 120 credit points	OPTIONAL
[MODULE] 5104COMSCI Sandwich Year - Multimedia Computing Approved 2022.01 - 120 credit points	
OR Study Abroad - 120 credit points	OPTIONAL
[MODULE] 5114COMSCI Study Year Abroad - Multimedia Computing Approved 2022.01 - 120 credit points	
Level 6 - 120 credit points	

Level 6 Core - 120 credit points	CORE
[MODULE] 6100COMP Project Approved 2022.01 - 40 credit points	
[MODULE] 6106COMP Mixed Reality Technologies Approved 2022.01 - 20 credit points	
[MODULE] 6112COMP Website and E-Commerce Management Approved 2022.01 - 20 credit points	
[MODULE] 6127COMP Advanced Multimedia Approved 2022.01 - 20 credit points	
[MODULE] 6128COMP Innovations in Software Development Approved 2022.01 - 20 credit points	

Approved variance from Academic Framework Regulations

Variance
A variance has been approved to permit delivery of 6106COMP as yearlong for the 2020-21 academic year only

Teaching, Learning and Assessment

Teaching, Learning and Assessment	<p>These include lectures, tutorials, laboratory work, coursework (both individual and group coursework), projects, seminars and guided independent study. Students are given feedback on all assessed work produced. Students are motivated by being given a specific task with an achievable outcome, ranging from completion of a small tutorial exercise to a full-scale individual project at Level 6. Knowledge and understanding is assessed via formal examination, individual and team coursework, demonstration of practical work, and a full-scale individual project at Levels 6. Assessment methods for each module are specified in the module specifications. Each module is assessed by examination and/or coursework. Practical skills are developed throughout the programme. The many laboratory or workshop based modules reinforce the learning of practical skills. Coursework and projects are designed to provide practical opportunities for students to work independently and in groups. The various programming and computer based modules provide important exposure to industrial standards. Practical skills are assessed via laboratory sessions, workshops, submission of reports, demonstration of systems, industrial placement and individual projects. Personal Development opportunities are inherent within the programme. The placement year is assessed, by portfolio, on a pass / fail basis. Key skills are developed throughout the programme in a variety of forms. Specifically through a combination of research related coursework, guided independent study and projects, examinations, group work and presentations.</p>
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Opportunities for work related learning

Opportunities for work related learning
<p>Level 4: 4103COMP Personal and Professional Development - 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: 5101COMP Professional Issues – this module provides further insight into developing the role of the student becoming a computing professional. 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. 5104COMSCI Sandwich Year Multimedia Computing - The aim is to provide students with an extended period of work experience at an approved partner that will complement their programme of study at LJMU. This will give students the opportunity to develop professional skills relevant to their programme of study as well as the attitude and behaviours necessary for employment in a diverse and changing environment.</p>

Entry Requirements

Type	Description
International Baccalaureate	Applicants should have or expect to obtain a total of 88 UCAS points overall.
Alternative qualifications considered	Qualifications deemed equivalent to the above upon completion of appropriate assessment will be considered acceptable. Applicants should have five GCSE (or equivalent) passes of at least grade C including Mathematics and English (or IELTS 6.0). BSc Multimedia Computing to MCOMP Multimedia Computing transfer is allowed with the permission of the Programme Leader and the maintenance of good academic performance, normally with averages above 60% at levels 4 and 5. Such requests for transfer must be made before the end of level 5 of the programme.
A levels	Applicants should have or expect to obtain a total of 88 UCAS points with a maximum of 20 points from AS level qualifications.
BTECs	BTEC Extended Diploma To the value of 88 UCAS points. BTEC Diploma / 90 Credit Diploma / Subsidiary Diploma /Certificate To the value of 88 UCAS points when combined with other qualifications.

Other international requirements

Applicants offering other awards will be considered on an individual basis in line with the agreed entry criteria. All applicants should have achieved IELTS 6 or equivalent.

Programme Contacts

Programme Leader

Contact Name

Denis Reilly

Link Tutor

Contact Name