APPENDIX A – PROGRAMME SPECIFICATION (BSc)

1. Qualification BSc	2. Programme Title Mobile & Interactive TV Development	3. UCAS Code GH4B	4. Programme Type BSc Single Honours full-time and part-time

5. Main Purposes and Distinctive Features of the Programme

The aims of this programme are as follows:
- To provide a broad education in digital content and application development;
- To give students experience of developing on new platforms such as digital TV and mobile devices;
- To develop skills and knowledge to prepare students for a career in a wide range of employment roles;
- To provide opportunity for students to demonstrate their skills through a range of project based work.

6. What a graduate should know and be able to do on completion of the programme

Knowledge and understanding in the context of the subject(s)

K1 Evaluate the capabilities of hardware and software platforms and their potential for developing content and applications
K2 Understand the factors involved in effective user interface design on mobile or interactive TV platforms
K3 Evaluate the impact of constraints such as network latency or user interface limitations
K4 Understand the nature of production in the emerging media industries and appreciate the business context in which it is situated.

Cognitive skills in the context of the subject(s)
C1 Critique, analyse and evaluate existing applications and understand why they succeed
C2 Be able to research and adapt information and methodologies for design use
C3 Determine the best approach to solve a problem or scenario

Subject-specific practical/professional skills
S1 Create high-quality content and applications for Mobile and Interactive TV platforms
S2 Produce design documentation
S3 Develop applications using appropriate programming languages and frameworks

Other skills (e.g. key/transferable) developed in subject or other contexts
O1 Create and manage projects and schedules
O2 Communicate visually, orally and in writing
O3 Respond appropriately to critiques of individual and team work
O4 Work productively and to deadlines demonstrating reflective learning and an ability to discuss and present experiences and elements of work

7. Qualities, Skills & Capabilities Profile

A Cognitive	B Practical	C Personal & Social	D Other
Critical reasoning	Programming skills	Working in teams	Presentation skills
Understanding of social and cultural context	Research methods	Constructive criticism	Investigative skills
Analytical skills	Questionnaire design	Responding to criticism	
Creative skills	Structuring information	Communication skills	
Evaluation skills			

8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units (3 Years full-time). Honours Degree = 360 credits; Intermediate Awards of Diploma of Higher Education and Certificate of Higher Education available at 240 and 120 credits respectively. All Honours degrees must include the study of 120 credits at Level H3.

Part II *Students take 240 credits, 120 at H2 and 120 at H3*

	Core Modules (20 credits each)	Options	Project
H3 Honours Modules	MTV3000 Human Factors in Digital Device Design MTV3001 Wireless Data Systems MWD3002 Multiplatform Applications **MWD3003 Business Issues of Digital Media**		LCT3001 Project (40 credits)
H2 Honours Modules	**MTV2000 Programming for Consumer Devices (40 credits)** **MTV2001 Data Structures for Digital Devices** **MWD2000 Digital Imaging and Video** **MWD2001 Multimedia and Website Design** **LCT2514 Project Skills (10 credits)** **LCT2515 Career Development (10 credits)**		

Part I (Level 1) *Students take 120 credits*

First Year Part-Time Equivalent	**MTV1000 Programming for Mobile Platforms (40 credits)** **MWD1000 Digital Media** **MWD1001 Website Production** **MWD1014 Computer Networks** **LCT1023 Core Skills**		

9. Learning, Teaching and Assessment Strategy

<u>Learning and Teaching Methods</u>
A mixture of learning and teaching methods are used, including lectures, demonstrations, practical lab sessions and reflective learning through journals and logs for various activities.

<u>Assessment Methods</u>
Assessment tasks are linked to the learning outcomes of each module and are normally completed by the end of each module.

10. Other Information (*including compliance with relevant Institute policies*)

<u>Date programme first offered</u>
September 2008

<u>Admissions Criteria</u>
Standard Requirements
200 points at A2 level (or equivalent).

Non Standard Entry
Other equivalent qualifications, such as Scottish Higher

Assessment Classification System

The pass mark for individual modules is 40%. Final degree classification is based on aggregated performance in Part 2 modules according to the university's regulations.

Honours Classification Bands

First Class	70% and above
Upper Second Class	60%-69%
Lower Second Class	50%-59%
Third Class	40%-49%
Borderline/ Consideration for Unclassified degree	30%-39%

passes, the Irish Leaving Certificate International Baccalaureate.

or

Pass in a Kitemarked Access to Higher Education course.

or

Applicants under 21 will normally also require five GCSE passes at grade C or above including Mathematics and English or equivalent. Mature applicants over 21 years, without the above qualifications, but with relevant life/work experience will be considered for admission following an interview with a member of the course team.

Indicators of Quality and Standards

i. Validated by panel with external subject specialists
ii. External examiner validates Part 2 assignments and examinations
iii. Consistent with relevant QAA Benchmark statement for computing degrees

APPENDIX B MODULE TABLE (BSc)

Level One	Level Two	Level Three
MTV1000 Programming for Mobile Platforms (40 credits)	MTV2000 Programming for Consumer Devices (40 credits)	MTV3000 Human Factors in Digital Device Design
MWD1000 Digital Media	MTV2001 Data Structures for Digital Devices	MTV3001 Wireless Data Systems
MWD1001 Website Production	MWD2000 Digital Imaging and Video	LCT3001 Project (40 credits)
MWD1014 Computer Networks	MWD2001 Multimedia and Website Design	MWD3002 Multiplatform Applications
LCT1023 Core Skills	LCT2514 Project Skills (10 credits)	MWD3003 Business Issues of Digital Media
	LCT2515 Career Development (10 credits)	

Table 3: BSc Mobile and Interactive TV Development module table (all modules are 20 credits unless otherwise indicated)