

APPENDIX C PROGRAMME SPECIFICATION (HND)

1. Qualification HND	2. Programme Title Mobile & Interactive TV Development	3. UCAS Code TBD	4. Programme Type Modular HND full-time and part-time
5. Main Purposes and Distinctive Features of the Programme			
<p>The aims of this programme are as follows:</p> <ul style="list-style-type: none"> • 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			
<p><u>Knowledge and understanding in the context of the subject(s)</u></p> <p>K1 Evaluate the capabilities of hardware and software platforms and their potential for developing content and applications</p> <p>K2 Understand the factors involved in effective user interface design on mobile or interactive TV platforms</p> <p>K3 Evaluate the impact of constraints such as network latency or user interface limitations</p> <p><u>Cognitive skills in the context of the subject(s)</u></p> <p>C1 Critique, analyse and evaluate existing applications and understand why they succeed</p> <p>C2 Be able to research and adapt information and methodologies for design use</p> <p>C3 Determine the best approach to solve a problem or scenario</p>		<p><u>Subject-specific practical/professional skills</u></p> <p>S1 Create high-quality content and applications for Mobile and Interactive TV platforms</p> <p>S2 Produce design documentation</p> <p>S3 Develop applications using appropriate programming languages and frameworks</p> <p><u>Other skills (e.g. key/transferable) developed in subject or other contexts</u></p> <p>O1 Create and manage projects and schedules</p> <p>O2 Communicate visually, orally and in writing</p> <p>O3 Respond appropriately to critiques of individual and team work</p> <p>O4 Work productively and to deadlines demonstrating reflective learning and an ability to discuss and present experiences and elements of work</p>	
7. Qualities, Skills & Capabilities Profile			
A Cognitive	B Practical	C Personal & Social	D Other
Critical reasoning	Programming skills	Working in teams	Presentation skills
Creative skills	Research methods	Constructive criticism	Investigative skills
Analytical skills		Responding to criticism	
		Communication skills	

8. Duration and Structure of Programme/Modes of Study/Credit Volume of Study Units
 2 Years full-time; 3-4 years part time organised on a two semester per year basis and comprising of 240 credits of study.
 160 Credits at level 1 including 20 credit Core Skills
 80 Credits at level 2 including 20 credit Project

Part II *Students take 80 credits at H2*

	<u>Core Modules (20 credits each)</u>	<u>Options</u>	<u>Project</u>
H2 Modules	MTV2000 Programming for Consumer Devices (40 credits) MTV2001 Data Structures for Digital Devices LCT2513 HND Project	MWD2000 Digital Imaging and Video MWD2001 Website Production	

Part I (Level 1) *Students take 160 credits*

	<u>Core Modules (20 credits each)</u>	<u>Options</u>	
First Year Part-Time Equivalent	MTV1000 Programming for Mobile Platforms (40 credits) MWD1000 Digital Media MWD1001 Website Production MWD1014 Computer Networks LCT1023 Core Skills MWD1002 Programming for the Web MWD1003 Creative Design		

9. Learning, Teaching and Assessment Strategy

Learning and Teaching Methods

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.

Assessment Methods

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*)

Date programme first offered

September 2008

Admissions Criteria

Standard Requirements

One GCSE A2 level pass with 80 points

Or

Advanced Vocational Certificate of Education (AVCE) six unit award with 80 points

Or

Edexcel/BTEC National 6 unit award

Non Standard Entry

Other equivalent qualifications, such as Scottish Higher 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

- iv. Validated by panel with external subject specialists
- v. External examiner validates Part 2 assignments and examinations
- vi. Consistent with relevant QAA Benchmark statement for computing degrees

APPENDIX D MODULE TABLE (HND + BSC)

The vast majority of students who study an HND with us do so in preparation for "topping up" their Diploma to a BSc Honours degree. Therefore, the modules for the HND are depicted as part of the integrated HND + BSc route:

	Level Two	Level Two Top Up	Level Three
MTV1000 Programming for Mobile Platforms (40 credits)	MTV2000 Programming for Consumer Devices (40 credits)	MWD2000 Digital Imaging and Video	MTV3000 Human Factors in Digital Device Design
MWD1000 Digital Media	MTV2001 Data Structures for Digital Devices	MWD2001 Multimedia and Website Design	MTV3001 Wireless Data Systems
MWD1001 Website Production	LCT2513 HND Project	LCT2514 Project Skills (10 credits)	LCT3001 Project (40 credits)
MWD1014 Computer Networks		LCT2515 Career Development (10 credits)	MWD3002 Multiplatform Applications
LCT1023 Core Skills			MWD3003 Business Issues of Digital Media
MWD1002 Programming for the Web			
MWD1003 Creative Design			

Table 4: HND + BSc Mobile and Interactive TV Development module table (all modules are 20 credits unless otherwise indicated)