



### COURSE SPECIFICATION

<b>NAME OF COURSE:</b> MSc Project		<b>COURSE CODE:</b>	
<b>STATUS:</b> (main,optional, Free Choice) Main	<b>LEVEL:</b> (F,A,P,1,2,3,M)  M	<b>UNIT VALUE:</b>  20	<b>TERMS TAUGHT:</b>  3 <sup>rd</sup> & 4 <sup>th</sup> Term
<b>Department offering course:</b>  Computer Science	<b>Course Co-ordinator:</b>  Jasminka Hasic	<b>Date of course commencement:</b>  April 2008	
<b>Degree Programmes in which to be offered:</b>  MSc Computer Graphics for Media Industry			
<b>Pre-requisites:</b>  All Mandatory courses	<b>Indicate whether a new course or name of course being replaced:</b> new	<b>Total Contact Hours:</b> 40  Project Seminars: 10 Individual Supervisions: 30	
<b>AIMS OF THE COURSE:</b>  MSc Project is a core module of the degree programme. The aim of the module is to provide students with an opportunity to gain and apply in-depth knowledge and experience in an area relating to computer graphics and its applications. It serves to bridge the gap between academic knowledge and understanding of taught course subjects and practical problem solving. The work should show both <i>technical capability</i> and <i>artistic creativity</i> . It must contain a significant technical component in the form of developing and/or adapting a piece of software. The final deliverables include a dissertation of master's level and a comprehensive showreel.  The MSc Project must show depth and high standard of work at all stages of the project development. Students must show certain degree of self-direction, self-reliance and self-management of the project work.			

**Intended learning outcomes :**

1. Acquiring, understanding, organising and presenting knowledge,
2. Applying relevant knowledge effectively to solve an identified practical problem,
3. Analysing the problem, and critically evaluating and selecting suitable approaches and methods in solving the problem,
4. Designing, implementing and/or testing solutions, and evaluating the results,
5. Acquiring skills in using computer graphics specific languages and application software tools
6. Demonstrating artistic creativity
7. Exercising initiative and sustained effort independently to set and achieve a clear set of objectives within stated deadlines.

**Learning and teaching strategies to be used:**

1. Self-learning and supervision sessions with supervisors
2. Supervision sessions with supervisors and self-initiated investigations or field work
3. Research and reading the literature. Discussions with supervisors
4. Regular supervision sessions with supervisors, and regular outcomes
5. Practical lab classes and software development
6. Show reel creation
7. Practice under the guidance of supervisors

**Assessment Criteria (should link explicitly to intended learning outcomes):**

1. Project thesis, showreel, final digital media
2. Business plan, project specification
3. Project specification and presentation
4. Project thesis, final digital media,
5. Final digital media
6. Final digital media, showreel
7. Project thesis, final digital media

**Project Marking Scheme:**

Project Specification and Presentation	
Business Plan	10%
Project Thesis	10%
Year Showreel:	10%
Final Digital Media	40%

Project panel will be convened at the end of the project to assess the work as a whole and determine the overall final grade.

**Transferable skills and other attributes**

1. Research skills
2. Problem solving skills
3. Critical evaluation skills in technical as well as artistic works
4. Communication skills
5. Artistic appreciation skills
6. Software skills in computer graphics
7. Project management skills
8. Project presentation skills

**Learning and teaching strategies used:**

1. Supervision session and literature survey
2. Supervision session and practice
3. Supervision session and literature survey
4. Presentations
5. Relevant course modules and field visits
6. Practical lab classes and software development
7. Practice under guidance of supervisors
8. Final dissertation and presentation

**Assessment Criteria (should link explicitly to intended learning outcomes):**

1. Project thesis and project specification
2. Project thesis, final digital media, showreel and business plan
3. Project thesis, presentation and final digital media
4. Project thesis and presentation
5. Final digital media and showreel
6. Showreel and final digital media
7. Project thesis
8. Business plan, project thesis, presentation and final digital media

**COURSE OUTLINE/SYLLABUS:**

Besides the tasks of managing the project, key stages of project work are highlighted as follows:

- Preparatory lectures
- Project background study and project definition (Deliverable: project proposal)
- Knowledge acquisition and evaluation (Deliverable: literature review in the final dissertation)
- Study of relevant technologies (Deliverable: literature review in the final dissertation and the show reel)
- Problem identification and investigation/analysis (Deliverable: dissertation and project presentation)
- Solution development and verification (Deliverable: dissertation and project presentation)
- Result evaluation (Deliverable: dissertation)
- Project documentation (Deliverable: dissertation and show reel documentation)

Supervisors check student's progress via regular supervision sessions.

**KEY TEXTS AND/OR OTHER LEARNING MATERIALS:**

1. Project Handbook
2. Literature assigned by project supervisor