

Programme Title: MSc in Media and Arts Technology by Research



## Programme Specification (PG)

Awarding body / institution:	Queen Mary University of London
Teaching institution:	Queen Mary University of London
Name of final award and programme title:	MSc in Media and Arts Technology by Research
Name of interim award(s):	PG Certificate, PG Diploma
Duration of study / period of registration:	12 Months
QMUL programme code(s):	G4Q3
QAA Benchmark Group:	Computing
FHEQ Level of Award:	7
Programme accredited by:	
Date Programme Specification approved:	
Responsible School / Institute:	School of Electronic Engineering & Computer Science

Schools / Institutes which will also be involved in teaching part of the programme:

School of Business & Management

School of English & Drama

School of Geography

Department of Law

School of Engineering & Materials Science

Institution(s) other than QMUL that will provide some teaching for the programme:

NA

### Programme outline

The MSc in Media and Arts Technology by Research is a stand-alone M.Sc. that is designed to run in parallel with the Media and Arts Technology PhD Programme. It builds on core courses and an advanced placement project introduced for the Ph.D. programme combined with a range of specialist options provided by the School of Electronic Engineering and Computer Science, as well as the School of English and Drama, the School of Business and Management, the School of Geography, the School of Engineering and Material Science, and the Department of Law. It places an emphasis on an extended research project

Programme Title: MSc in Media and Arts Technology by Research

with an external partner drawn from the partners on the Media and Arts Technology Programme. It is positioned to appeal to highly able students who combine some elements of technical and creative skills and who will develop or enhance their links with the creative industries through the course.

The Creative Industries form some 7% of the UK economy, similar in size to the financial services industry, with export of services of nearly £15bn in 2005 (DCMS, Creative Industries Economic Estimates Statistical Bulletin, October 2007). During 1997-2005 they grew by 6%, double the overall UK economic growth, making them important not just to the UK Digital Economy, but to the UK economy as a whole. Yet the Creative Industries are unlike almost every other industry, with a small number of large players complemented by a very large number of small businesses, micro-businesses, and individuals. Training students with the skills to maintain the UK's position as a world leader in the Creative Industries will be a particularly important challenge.

### Aims of the programme

The career opportunities for the graduates from this programme are in the (interactive) media production, music and game industry, Internet, communications and consumer industries. The blending of technical courses with business and arts courses will equip the graduates with the skills that are necessary to understand and to contribute to the modern arts and media sectors of the digital economy.

### What will you be expected to achieve?

The MAT Masters comprises three main components.

- A series of advanced taught modules completed during the first two semesters;
- An advanced placement project with a QMUL research group or an industrial partner;
- Specialist project work and skilling.

This course provides a unique bridge between academic research and real-world applications. Our mission is to produce post-graduates who combine world-class technical and creative skills with a unique vision of the world, making plausible what today seems improbable. The course of study combines theory and practice in design, media, art, computer science and engineering, with a mix of taught modules and supervised projects.

#### Academic Content:

A 1	Audio/Video data capture and processing, and an understanding of how these systems can be used creatively for audiovisual and computer-based content production
A 2	Principles of operation, limitations, potential and effective use of electronic media and their associated tools and technologies
A 3	Design, project and people management principles and techniques
A 4	A clear understanding of the full research cycle from framing a question through to communication of results,

#### Disciplinary Skills - able to:

Programme Title: MSc in Media and Arts Technology by Research

B 1	Analyse information and experiences, formulate independent judgements, and articulate reasoned arguments through reflection, review and evaluation
B 2	Source, navigate, select, retrieve, evaluate, manipulate and manage information from a variety of sources
B 3	Critically assess a range of research methods ranging from qualitative through experimental to practice-based research
B 4	Carry out extended critical and analytic writing through a dissertation on their research project.

Attributes:	
C 1	Work independently on a practical or research-based project under supervision
C 2	Work effectively as part of a team, identifying tasks and roles, and managing time, resources and progress appropriately
C 3	Analyse complex, novel and diverse situations, and identify appropriate methods of working and communicating

### How will you learn?

The combination and range of teaching, learning and assessment strategies are designed to ensure that M.Sc. students from a wide range of disciplinary backgrounds are able to take advantage of each other's experience and achieve a broadly equivalent high level of critical, theoretical and practical skills. The emphasis on project work and engagement with industry ensures that students will have considerable high-level experience of working with arts and creative industry organisations. The programme has 20 creative sector partner organisations: APT sound connections, BBC, The British Film Institute, BigDog Interactive, BT, Codex, ELBA, Goldsmiths Department of Computing, Illustrious, last.fm, LATERAL, LCACE, London Development Agency, LShift, Meridian, Noldus, Philips Research Laboratories, proboscis, QinetiQ, radioscape, Creative Research in Sound Arts Practice (CRISAP) at University of the Arts, London, University of the Arts London, SONY Computer Entertainment, Solid State Logic, [space], and THE TALENT BUSINESS. In addition, a number of new potential partners have approached us to discuss

These organisations have agreed to offer project placements for students and guest lectures. The Directors and Programme Manager will liaise with the partners to ensure appropriate expectations and quality control for the Advanced Placement Projects.

### How will you be assessed?

The taught modules are delivered through a mixture of lectures, seminars and laboratory/studio work. They will also take advantage of expertise across the college and within the partner organisations to provide guest lectures, master classes and, where appropriate, formal and informal evaluation of project work. The aim is to expose students to the state-of-the-art research work and through this encourage them to identify innovative and high impact research areas for their research projects.

### How is the programme structured?

Please specify the full time and part time programme diets (if applicable). The description should be sufficiently detailed to fully define the structure of the diet.

Semester 1:

Programme Title: MSc in Media and Arts Technology by Research

Compulsory  
ECS742P Interactive Digital Multimedia Techniques  
ECS749P Sound Recording and Production Techniques

Select 1 from:  
Any Level 7 EECS or Drama module  
Selected Geography and Business & Management modules  
Selected SEMS and Law modules

Semester 2  
Compulsory  
ECS748P Digital Arts Documentary

Select 2 from:  
Any Level 7 EECS or Drama module  
Selected Geography and Business & Management modules  
Selected SEMS (DENM011 Robotics, DEN5100 Management of Design, DEN5101 Design for Manufacturing, DEN6007 Data Acquisition & Processing) and selected Law modules (IPLM702 Foundations of IP Law & Management  
IPLM701 Introduction to Law for Science & Engineering)

Note: Enrollment in any module is subject to space, time tabling, and permission of lecturer.

Academic Year of Study

Module Title	Module Code	Credits	Level	Module Selection Status	Academic Year of Study	Semester

**What are the entry requirements?**

Further information on the entry requirements for this programme can be found at <http://eeecs.qmul.ac.uk/postgraduates/entry-requirements/>

**How do we listen to and act on your feedback?**

The Student-Staff Liaison Committee provides a formal means of communication and discussion between the School and its

## Programme Title: MSc in Media and Arts Technology by Research

students. The committee consists of student representatives from each cohort, together with appropriate representation from School staff. It is designed to respond to the needs of students, as well as act as a forum for discussing programme and module developments. Student-Staff Liaison Committees meet four times a year, twice in each teaching semester.

Each semester, students are invited to complete a web-based module questionnaire for each of their taught modules, and the results are fed back through the SSLC meetings. The results are also made available on the student intranet, as are the minutes of the SSLC meetings. Any actions necessary are taken forward by the relevant Senior Tutor, who chairs the SSLC, and general issues are discussed and actioned through the School's Learning and Teaching Committee.

The School's Learning and Teaching Committee advises the Director of Taught Programmes on all matters relating to the delivery of taught programmes at school level including monitoring the application of relevant QM policies and reviewing all proposals for module and programme approval and amendment before submission to Taught Programmes Board. Student views are incorporated in this Committee's work in a number of ways, including through student membership and consideration of student surveys and module questionnaires.

The School participates in the College's Annual Programme Review process, which supports strategic planning and operational issues for all undergraduate and taught postgraduate programmes. The APR includes consideration of the School's Taught Programmes Action Plan, which records progress on learning and teaching related actions on a rolling basis. Students' views are considered in the APR process through analysis of the NSS and module questionnaires, among other data.

### What academic support is available?

All students are assigned an academic advisor during induction week. The advisor's role is to guide their advisees in their academic development including module selection, and to provide first-line pastoral support.

In addition, the School has a Senior Tutor for postgraduate students who provides second-line guidance and pastoral support for students, as well as advising staff on related matters.

Every member of teaching staff holds 2 open office hours per week during term-time.

Additional academic support is provided to those students who are successful in securing an industrial-linked project.

### Programme-specific rules and facts

The programme adheres to the standard Academic Regulations for taught postgraduate programmes, with a special regulation for a progression point after the taught component.

### Specific support for disabled students

Queen Mary has a central Disability and Dyslexia Service (DDS) that offers support for all students with disabilities, specific learning difficulties and mental health issues. The DDS supports all Queen Mary students: full-time, part-time, undergraduate, postgraduate, UK and international at all campuses and all sites.

Students can access advice, guidance and support in the following areas:

- Finding out if you have a specific learning difficulty like dyslexia
- Applying for funding through the Disabled Students' Allowance (DSA)
- Arranging DSA assessments of need
- Special arrangements in examinations
- Accessing loaned equipment (e.g. digital recorders)
- Specialist one-to-one "study skills" tuition
- Ensuring access to course materials in alternative formats (e.g. Braille)

Programme Title: MSc in Media and Arts Technology by Research

- Providing educational support workers (e.g. note-takers, readers, library assistants)
- Mentoring support for students with mental health issues and conditions on the autistic spectrum.

### Links with employers, placement opportunities and transferable skills

The School has a wide range of industrial contacts secured through research projects and consultancy, our Industrial Experience programme and our Industrial Advisory Panel.

The Industrial Advisory Panel works to ensure that our programmes are state-of-the-art and match the changing requirements of this fast-moving industry. The Panel includes representatives from a variety of Computer Science oriented companies ranging from SMEs to major blue-chips. These include: Microsoft Research, IBM, The National Physical Laboratory, National Instruments, PA Consulting, Rohde and Schwarz, O2, Cisco Systems, ARM, Selex and BAE Systems.

Recent graduates have found employment as IT consultants, specialist engineers, web developers, systems analysts, software designers and network engineers in a wide variety of industries and sectors. A number of students also go on to undertake PhDs in electronic engineering and computer science. Merrill Lynch, Microsoft, Nokia, Barclays Capital, Logica,, Credit Suisse, KPMG, Transport for London, Sky and Selex ES are among the organizations that have recently employed graduates of EECS programmes.

Transferable skills are developed through a variety of means, including embedding of QM Graduate Attributes in taught modules and the summer project, together with the opportunity to participate in extra-curricular activities, e.g. the School's E++ Society, the School's Annual Programming Competition and external competitions with support from the School.

Students have the opportunity to undertake an industrial-linked project in the summer - these are very competitive.

---

## Programme Specification Approval

---

**Person completing Programme Specification:**

Rupal Vaja

**Person responsible for management of programme:**

Bob Sturm

**Date Programme Specification produced / amended by School / Institute Learning and Teaching Committee:**

29 January 2018

**Date Programme Specification approved by Taught Programmes Board:**