

MA Immersive and Interactive Media

CRT051-P-BSA-8X-01 Part-time

Awarding Institution University of Bolton
Teaching Institution Backstage Academy
Ucas Code
JACS Code
Language Of Study English
Notes:

Professional Accreditation

None Associated with this programme

Programme Awards

Title	Type	Level	Description
Master's Degree (MA)	Final Award	Level 7	Immersive and Interactive Media
Postgraduate Diploma (PgDip)	Exit or Fallback Award	Level 7	Immersive and Interactive Media
Postgraduate Certificate (PgCert)	Exit or Fallback Award	Level 7	Immersive and Interactive Media

Benchmark Statements

There are currently no benchmarks associated with this programme.

Internal and External Reference Points

1. UK Quality Code for Higher Education
2. The University of Bolton awards framework

Other Points of Reference

- Framework for Higher Education Qualifications
- QAA Masters qualifications characteristics statement

General Entry Requirements

You are normally expected to have successfully completed an honours degree (or equivalent) in a relevant subject and have appropriate work experience. You may be required to attend an interview and/or provide a portfolio of work.

Additional Criteria

Additional Admission Matters

There are no additional Admission Matters associated with this Programme.

Aims of the Programme

The principal aims of the programme are to:

- Equip students with the technical, academic and professional skills necessary to be creative innovators and Immersive and Interactive Media technologists within Live Events and the wider Creative Industries.
- Provide recent graduates and those with professional experience of working in the Live Events or Creative Industries the opportunity to develop their knowledge, understanding and critical insight into the principles and practices underpinning virtual production and innovation and its imaginative application within the Creative Industries.
- Provide rigorous opportunities for advanced study, research and embedded practice led by specialists in the field that are focused to enable you to build, enhance and take ownership over your own creative technical practice.
- Support students to develop advanced critical thinking and complex problem-solving skills necessary for building and delivering successful virtual events projects.
- Provide an opportunity for students to develop their own projects, and projects in collaboration with students from other BSA postgraduate courses, culminating in a final negotiated Master's research project.

- Provide students with a challenging, supportive and inclusive environment in which students learn through praxis; combining critical thinking, practical experimentation and reflection.
- Enable the development of focussed, transferable skills in negotiation, decision making, self-management and the management of others.
- Offer specialist professional and personal preparation for entry into the competitive world of the Creative Industries.
- Provide a distinctive opportunity for students to develop their own area of expertise and explore a range of technological practices or focus on their particular specialism(s) within virtual production in order to support future career direction.

Distinctive Features of the Programme

- Provides the opportunity to study via blended and online delivery methods to enable working professionals to engage flexibly with their studies
- Provides the opportunity to develop and deepen your skills, experience and knowledge of creative practice within a specialised institution situated within a global overview through The University of Bolton and Backstage Academy's networks and links to the contemporary Live Events Industries.
- Gives access to the unique commercial opportunities offered through Backstage Academy's connection with Production Park and the range of Live and Creative Events Businesses situated on the campus
- Provides opportunities to learn from qualified and professionally experienced staff and Creative Industry professionals/practices.
- Provides opportunities to initiate live projects independently or in collaboration with students from other postgraduate courses.
- Provides opportunities to engage with research and developments at Backstage Academy's new Research and Innovation centre

Learning Outcomes

Knowledge & Understanding

On completion of the programme successful students will be able to demonstrate systematic knowledge and understanding of:

- Debates and intellectual paradigms related to the study and practice of immersive & interactive media Design for Creative Industries and appreciate the limitations of current knowledge and practices.
- Contemporary trends in and the momentum behind developments in interactive and immersive media creative technical practice, and the tools to compare and critically evaluate these.
- A range of research methodologies and techniques for generating original insights relevant to the study and practice of interactive and immersive media design in the wider creative economy.

Cognitive, Intellectual or Thinking Skills

On completion of the programme successful students will be able to demonstrate the ability to:

- Creatively and critically synthesise original ideas from both professional and academic sources of knowledge and be able to apply these to Creative Industries and the wider cultural sector
- Formulate critical skills for dealing with the emerging trends within the Creative Industries, with the ability to assess and manage new dilemmas, solve complex problems and generate innovative and justified solutions.
- Construct a conceptual understanding of digital culture relating to the Creative Industries; critically examining and evaluating the existing research and scholarship within the discipline

Practical, Professional or Subject-specific Skills

On completion of the programme successful students will be able to demonstrate the ability to:

- Devise personal strategies for successful recruitment and career development; including relevant employability attributes and skills and evaluate their importance within the Creative Industries
- Devise, revise and realise projects to a given brief using appropriate technologies and techniques
- Confidently and competently select and employ a range of contemporary interactive and immersive media design technologies
- Communicate information and ideas in a range of formats and in a clear and professional manner using appropriate strategies and technologies
- Work effectively and accountably as an individual or as a member of a creative/collaborative team
- Show flexibility and creativity in developing effective solutions to complex problems, alongside the sophisticated comprehension and application of relevant practices and principles of prototyping, diagnostic and evaluative.

Transferable, Key or Personal Skills

On completion of the programme successful students will be able to demonstrate the ability to:

- Employ critical self-reflection skills and make justified independent judgments.
- Manage independent learning using the imagination and initiative required for continuing professional development
- Reflect on your own work and that of others, contextualising it using established methodologies and practices.
- Use interpersonal skills effectively, including listening, negotiation and self-awareness when collaborating with others
- Make effective use of a variety of relevant communication techniques and technologies.
- Plan effective career development in a strategic and informed way.
- Clearly communicate complex ideas verbally and in writing, and to construct coherent arguments using language appropriate to their programme of study

Programme Structure

The Master's Degree comprises 180 credits at level HE7. Students will study 4 x 30 credit modules and will choose one of the two Major Project modules which are 60 credits.

Validated Modules

Title	Module Code	COE ¹
Concepts and Contexts	IMD7001	C
Interactive and Immersive Practice 1: Research and Development	IMD7002	C
Interactive and Immersive Practice 2: Realisation Production and Delivery	IMD7003	C
Working in the Creative Industries: Developing Yourself and Others	BSA7001	C
Major Project A	BSA7002	O
Major Project B	BSA7012	O

¹Core, Optional, Elective

Learning & Teaching Strategies

The Programme adopts a blended style of learning and teaching including online delivery and engagement where appropriate. Course content will be delivered through lectures, seminars, practical workshops and tutorial sessions. You will have the opportunity to explore theoretical principles and be allowed to apply these in practical contexts through both group and individual study. This programme adopts a blended style of learning and teaching including online delivery and engagement where appropriate.

Learning Activities (KIS entry)

Course Year	Level 3	HE4	HE5	HE6	HE7
Scheduled learning and teaching activities	n/a	n/a	n/a	n/a	30%
Guided independent study	n/a	n/a	n/a	n/a	70%
Placement/study abroad	n/a	n/a	n/a	n/a	n/a

Assessment Strategy

Summative assessment tasks are linked to the learning outcomes of each module and are completed before the end of the module. Module assessments typically involve written coursework, project work, oral assessments and portfolios. Formative Assessment, which does not contribute to the final mark, is given to help the student develop their work in future. Feedback for summative assessment, which does contribute towards the final result, is normally given in writing to the student, with the opportunity for the student to receive more detailed verbal explanation

Assessment Methods (KIS entry)

Course Year	Level 3	HE4	HE5	HE6	HE7
Written exams	n/a	n/a	n/a	n/a	n/a
Coursework	n/a	n/a	n/a	n/a	100%
Practical Exams	n/a	n/a	n/a	n/a	n/a

Assessment regulations

Assessment Regulations for Postgraduate Programmes apply to this programme.

Grade Bands & Classifications

Master's Degree

Regulations can be found at: <http://www.bolton.ac.uk/studentinformation-policyzone/Home.aspx>

Role of External Examiners

External examiners are appointed for all programmes of study. They oversee the assessment process and their duties include: approving assessment tasks, reviewing assessment marks, attending assessment boards and reporting to the University on the assessment process.

Support for Student Learning

- The programme is managed by a Programme Leader
- Each student has a Personal Tutor who is responsible for support and guidance
- Feedback is available on formative and summative assessments
- The opportunity to develop skills for employment
- A subject specialist link tutor supports the programme
- Induction/Welcome Week introduces the student to the University, partner and their programme
- Programme Handbooks and Modules guides provide information about the programme and university/partner regulations
- Academic Partnership Manager supports the partner centre
- Student representative training is available online from the Student Union
- Welfare advice and counselling is available to all students.

- Both a Student Services Officer and a Student Wellbeing Officer are available to all students (students are contacted at admissions stage and invited to disclose any disabilities).
- Dyslexia support is available
- Students will be introduced to the available learning resources at induction and receive both targeted and on-going research skills and information literacy instruction and support during the remainder of their programme.
- Ongoing academic support is available through the programme team, personal tutors, Student Support Team, and through on-line support materials

Methods of Evaluating & Enhancing the Quality of Learning Opportunities

- Student Staff Liaison Committees
- Module evaluations by students
- Programme and University Student Surveys
- Annual quality monitoring and action planning through Programme Plans including data analysis, Subject Quality Enhancement Plans, School Quality Enhancement Plans, University Quality Enhancement Plan
- Peer review/observation of teaching
- Professional development programme for staff
- External Examiner reports

Sources of Information

- Student Portal <http://www.bolton.ac.uk/Students/Home.aspx>
- Students Union <https://www.boltonsu.com/>
- External Examiner Report <https://www.bolton.ac.uk/Quality/EEE/ExternalExaminersReports/>
- Careers <http://www.bolton.ac.uk/careers>
- Student Information - Policy Zone <http://www.bolton.ac.uk/studentinformation-policyzone/Home.aspx>