ROYAL HOLLOWAY
University of London

PROGRAMME SPECIFICATION

This document describes the **Master of Science, Postgraduate Diploma and Postgraduate Certificate in Immersive Technology**. This specification is valid for new entrants from **September 2019**.

The aims of the programme are:

- to engage students with practical immersive techniques
- to introduce students to human perception and its practical delivery via virtual reality (VR)
- to develop advanced engineering skills in VR
- to foster independent research-led learning required for life-long continuing professional development
- to develop key communication skills, IT and management skills relevant for postgraduate work.

The Master's programme is delivered over one year of full-time study (52 weeks) or up to five years of part-time study (260 weeks). On successful completion of the programme a student should have an understanding of the area of the MA at a level appropriate for a postgraduate qualification. Whilst being a self-contained degree in its own right, the programme provides suitable and recognised qualifications for entry to PhD study in the same or a closely related field.

Further information

This document provides a summary of the main features of the programme(s), and of the outcomes which a student might reasonably be expected to achieve if full advantage is taken of the learning opportunities provided. Further information is contained in the College prospectus, the College Regulations and in various handbooks issued to students upon arrival. Whilst Royal Holloway keeps all its information for prospective applicants and students under review, programmes and the availability of individual courses are necessarily subject to change at any time, and prospective applicants are therefore advised to seek confirmation of any factors which might affect their decision to follow a specific programme. In turn, Royal Holloway will inform applicants and students as soon as is practicable of any substantial changes which might affect their studies.

Learning outcomes
Teaching and learning in the programme are closely informed by the active research of staff. In general terms, the programme provides opportunities for students to develop and demonstrate the following learning outcomes:

Knowledge and understanding

- an advanced knowledge of a variety of critical and new technology approaches applicable to VR
- the articulation of knowledge and the understanding of research literature in the context of engineering VR systems for the future
- understanding and practical experience with appropriate technological skills for VR modification and applications
- the acquisition of advanced knowledge in immersive engineering to a level appropriate for an MSc degree.

Skills and other attributes

- the ability to develop relevant engineering skills*
- the ability to evaluate relevant critical, theoretical and contextual research at the forefront of VR and perceptual fields*
- the ability to analyse and critically interpret text and data in an engineering context*
- the ability to conduct independent research at an advanced level using traditional and electronic resources*
- to develop skills of working with research literature to support the development and engineering implementation of novel ideas *
- the ability to demonstrate self-direction and originality at an advanced level*

- the demonstration of enhanced interpersonal skills, recognising and respecting the viewpoints of others while interacting constructively with them*
- enhanced time management and organisational skills including working to deadlines, prioritising tasks, organising work-time;*
- the development of a range of personal attributes that are important in the world of work, including personal motivation; the ability to work autonomously and with others; self-awareness and self-management; empathy and insight; intellectual integrity; awareness of responsibility as a local, national and international citizen; interest in lifelong learning; flexibility and adaptability; creativity.*

* transferable skills

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Teaching, learning and assessment

Teaching and learning is mostly by means of lectures, laboratory practical work, oral presentations, guided independent research, guided independent study and a dissertation. The basic strategies are to nurture the interest and enthusiasm of the students for the VR field so they can contribute to future developments in immersive engineering, to develop the students' critical and communication skills, to provide group working experience and to develop critical, research and creative skills. Assessment of knowledge and understanding is typically by practical project work, presentations and a dissertation on practice. Full details of the assessments for individual courses are given on the module specifications.

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Details of the programme structure(s)

The full-time programme lasts 52 weeks, beginning in September.

The brief outline of the programme is shown below; however students can obtain further details from the Programme Handbook. The number of credits required for the MSc is 180, for the PGDip the number required is 120 and for the PGCert it is 60 credits. **Credits are indicated in brackets, and indicate proportional weighting towards the MSc, PGDip and PGCert classification grade.** The programme structure for the PGDip is as below, with the exception that students will not undertake the dissertation, while that for the PG Cert is that students are required to take [either insert specific course(s) or courses worth only 60 credits].

Students must take the following **mandatory courses**:

EE5XXX Sound and Vision	(20 credits)
MA5XXX Immersive Storytelling Form and Practice 2	(20 credits)
EE5XXX Foundation of Immersive Engineering	(20 credits)
EE5XXX Immersive Hardware	(20 credits)
EE5XXX Immersive Software	(20 credits)
EE5XXX Immersive Technology Final Project	(60 credits)

In addition to the above mandatory courses, students must select a further 20 credit course unit from a list of available options within the Department.

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Progression and award requirements

For further information on the programme's progression and award requirements, please refer to College's Academic Regulations.

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Student support and guidance

- The Programme Director is available to meet with students on a regular basis to advise on academic, pastoral and welfare issues and is the first point of contact for pastoral support and any questions about the programme throughout the year.
- Course tutors provide a back-up system of academic, pastoral and welfare advice.

- All students are allocated a Personal Tutor, with whom they meet at least once a term, and more regularly if required, to discuss all matters relating to their programme and for pastoral support.
- Induction programmes for orientation and introduction to the Department and College by the Director of Graduate Studies.
- All staff available and accessible through an office-hour system.
- Representation on the Student-Staff Committee.
- PG handbook and course booklets.
- Extensive supporting materials and learning resources in College and University libraries, as well as the Computer Centre.
- Dedicated Departmental computing/laboratory facilities in the Shilling Building.
- College Careers Service and Departmental Employability Lead officer.
- Access to all College and University support services, including Student Counselling Service, Health Centre, Students' Union and students with additional learning needs also have access to Disability and Dyslexia Services (DDS).

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Admission requirements
For details of admissions requirements please refer to the Course Finder.

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Further learning and career opportunities
Completing an MSc is the precursor to embarking on a career in digital engineering or research, ultimately leading to a PhD. For more details on further learning and career opportunities please refer to the Careers Service.

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Indicators of quality and standards
Royal Holloway's position as one of the UK's leading research-intensive institutions was confirmed by the results of the most recent Research Excellence Framework (REF 2014) conducted by the Higher Education Funding Council (HEFCE). The scoring system for the REF 2014 measures research quality in four categories, with the top score of 4* indicating quality that is world-leading and of the highest standards in terms of originality, significance and rigour and 3* indicating research that is internationally excellent. 81% of the College's research profile was deemed to be within the 4* or 3* categories, an increase of over 20% since 2008. This result placed Royal Holloway 31st overall in the UK for 4* and 3* research and 33rd based on an overall Grade Point Average (GPA) score.

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List of programmes with details of awards, teaching arrangements and accreditation
The programme/s is/are taught entirely by staff at Royal Holloway, University of London, and the Masters leads to an award of the University of London. The Postgraduate Diploma and Postgraduate Certificate lead to awards of Royal Holloway and Bedford New College. The Banner programme code/s is/are given in parentheses.

Master of Science Programme in Immersive Technology

MSc in Immersive Technology (BANNER CODE)

Postgraduate Diploma in Immersive Technology

PG Diploma in Immersive Technology (BANNER CODE)

Postgraduate Certificate in Immersive Technology

PG Certificate in Immersive Technology (BANNER CODE

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