

Programme Regulations: 2025/26

Programme Title: Degree of Master of Science in Computer Game Engineering - Code: 5152F

Notes:

- (i) These programme regulations should be read in conjunction with the University's Taught Programme Regulations.
- (ii) A compulsory module is a module which a student must take.
- (iii) A core module is a module a student must pass.
- (iv) A core module for PSRB accreditation is a module a student is required to obtain accreditation.
- (v) All modules are delivered in Linear mode unless stated otherwise as Block, eLearning or distance learning.

1. Programme structure

- (a) The programme is available for study in full-time mode only.
- (b) The period of study for full-time mode shall be 1 year starting in September.
- (c) The programme comprises modules to a credit value of 180.

(d) All candidates shall take the following compulsory modules:

Code	Descriptive title	Total Credits	Credits Sem 1	Credits Sem 2	Credits Sem 3	Level	Core for PSRB Accreditation	Core for Outcomes	Mode
CSC8501	Advanced Programming for Games	20	20			7	Core		Block
CSC8502	Advanced Graphics for Games	20	20			7	Core		Block
CSC8503	Advanced Game Technologies	20	20			7	Core		Block
CSC8507	Game Technology Innovations	20		20		7	Core		Block
CSC8508	Engineering Gaming Solutions within a Team	20		20		7	Core		Block
CSC8599	Project and Dissertation in Computer Game Engineering	80		20	60	7	Core	Core	Block

2. Assessment methods

Details of the assessment pattern for each module are explained in the module outline.

3. Other

This programme is designed to produce graduates who will be expected to be equally capable in theoretical and practical aspects of their subject and it is essential that only students of equally high calibre in both aspects of the programme are eligible for merit and distinction awards. Therefore, the regulations are as follows:

Course Requirements

A number of areas in which specific regulations have been defined for this programme, and approved by the Faculty Learning, Teaching and Student Experience Committee, are documented below, and in these areas these provisions take precedence over other University regulations.

Progression within the MSc degree in Computer Game Engineering

Two assessed components comprise the MSc degree in Computer Game Engineering:

- Component 1: five 20-credit modules
- Component 2: 80-credit individual project with dissertation module.

In order to be permitted to start Component 2 a candidate must:

- obtain a weighted average mark for Component 1 of at least 50,
- and have passed at least 80 credits in Component 1.

Progression to Component 2 can only occur when the above progression thresholds are met.

Award of the MSc degree in Computer Game Engineering

To obtain the MSc degree, candidates must satisfy the examiners in both assessed components as follows.

- A student will be recommended for the *award of MSc with Distinction* if they have achieved a pass mark in 180 credits with a weighted average mark across all 180 credits of at least 70 and have a Component 2 mark of at least 70.
- A student will be recommended for the *award of MSc with Merit* if they have achieved a pass mark in 180 credits with a weighted average mark across all 180 credits of at least 60 and have a Component 2 mark of at least 60.
- A student will be recommended for the *award of MSc* if they have achieved a pass mark in at least 160 credits with a weighted average mark across all 180 credits of at least 50.