Programme Regulations: 2025/26

Programme Title: MSc Human-Computer Interaction - Code: 5447F

Notes
i) These programme regulations should be read in conjunction with the University's Taught Programme Regulations.
ii) A core module is a module which a student must pass.
iii) A compulsory module is a module which a student is required to study.
iv) All modules are delivered in Block mode unless stated otherwise as Linear, 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	Type	Mode
CSC8601	Systems and Societies	10	10			7		Block
CSC8604	Technologies for Human-Computer Interaction	20		20		7		Block
CSC8606[1]	Introduction to Human-Computer Interaction and UX	20	20			7	Core	Block
CSC8607	Research Methods in Human-Computer Interactions	10	10			7		Block
CSC8608	Interaction / UX Design Methods	10	10			7	Core	Block
CSC8609	Project in Human-Computer Interaction	80		20	60	7	Core	
CSC8610	Physical Prototyping	10		10		7		Block
CSC8611	Human-Artificial Intelligence (AI) Interaction & Futures	10		10		7		Block

[1]split over two taught blocks

(e)   All candidates shall take ONE module to a value of **10** credits from the following:

Code	Descriptive title	Total Credits	Credits Sem 1	Credits Sem 2	Credits Sem 3	Level	Type	Mode
CSC8404	Advanced Programming in Java	10	10			7		Block
CSC8621[2]	Computing Foundations of Data Science	10	10			7		Block

[2]Candidates with limited programming experience on entry are required to take this module option.

With the approval of the Degree Programme Director and depending upon the academic background of the candidate, alternative optional modules to those listed above may be selected.

2.   Assessment methods

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

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 Education Committee, are documented below, and in these areas these provisions take precedence over other University regulations.

Progression within the MSc degree in Human-Computer Interaction
Two assessed components comprise the MSc degree in Human-Computer Interaction:
- Component 1: 100 credits of taught modules over semester one (60 credits) and semester two (40 credits).
- 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 Human-Computer Interaction degree
To obtain the MSc Human-Computer Interaction degree, candidates must satisfy the examiners in 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 Project (module CSC8609) 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 Project (module CSC8609) mark of at least 60.
- A student will be recommended for the *award of MSc* if they have achieved a pass mark at least 160 credits with a weighted average mark across all 180 credits of at least 50. They must have passed CSC8606 (Introduction to HCI), CSC8608 (Interaction Design), and CSC8609 (Project).