MSC (INTERACTIVE MEDIA)

Overview

NFQ Level 9, Major Award

The MSc (Interactive Media) is a taught programme that may be taken full-time over 12 months or part-time over 24 months from the date of first registration for the programme.

The Master's Degree consists of 90 credits consisting of taught modules for a total of 60 credits and a substantial project undertaken by the students for a total of 30 credits.

Note: Not all elective modules may be offered in a particular year.

Postgraduate Diploma in Interactive Media

Students who successfully achieve the pass standard in the examination may opt not to proceed to the digital media project and may opt instead to be awarded the Postgraduate Diploma in Interactive Media (https://ucc-ie-public.courseleaf.com/programmes/pdim/).

Programme Requirements

For information about modules, module choice, options and credit weightings, please go to Programme Requirements (p. 1).

Programme Requirements

Full-time Students

Code	Title	Credits
Students take **90** credits as follows - all listed core modules (**30** credits), **30** credits of elective modules, and a Dissertation (**30** credits):		
Core Modules		
Students take **30** credits as follows:		
CS6100	Authoring	5
CS6101	Web Development for Digital Media	5
CS6102	Graphics for Interactive Media	5
CS6103	Audio and Sound Engineering	5
CS6104	Digital Video Capture and Packaging	5
CS6111	3D Graphics and Modelling	5
Dissertation		
Students take **30** credits as follows:		
Core Modules		
CS6200	Dissertation in Interactive Media	30
Elective Modules [1]		
Students take modules to the value of **30** credits from the following:		30
CS6105	Future and Emerging Interaction Technologies (5)	
CS6113	Internet-based Applications (5)	
CS6114	Digital Video Compression and Delivery (5)	
CS6115	Human Computer Interaction (5)	
CS6116	Mobile Multimedia (5) [2]	
CS6117	Audio Processing (5)	
CS6121	Interactive Media Special Project (5) [2]	
Total Credits		**90**

Part-time Students

Code	Title	Credits
Students take **90** credits as follows - all listed core modules (**30** credits), **30** credits of elective modules, and a Dissertation (**30** credits):		
Core Modules		
Students take **15** credits in each year, for a total of **30** credits over the two years:		
CS6100	Authoring	5
CS6101	Web Development for Digital Media	5
CS6102	Graphics for Interactive Media	5
CS6103	Audio and Sound Engineering	5
CS6104	Digital Video Capture and Packaging	5
CS6111	3D Graphics and Modelling	5
Dissertation		
Students take **30** credits as follows:		
Core Modules		
CS6200	Dissertation in Interactive Media	30
Elective Modules [1]		
Students take modules to the value of **15** credits in each year, for a total of **30** credits over the two years:		
CS6105	Future and Emerging Interaction Technologies	5
CS6113	Internet-based Applications	5
CS6114	Digital Video Compression and Delivery	5
CS6115	Human Computer Interaction	5
CS6116	Mobile Multimedia [2]	5
CS6117	Audio Processing	5
CS6121	Interactive Media Special Project [2]	5

[1] Selection of elective modules is subject to the agreement of the Programme Director.

[2] Students who have previously taken CS3032 cannot take CS6116 and must take CS6121.

Examinations

Full details and regulations governing Examinations for each programme will be contained in the *Marks and Standards Book* and for each module in the *Book of Modules*.

Programme Learning Outcomes

Programme Learning Outcomes for MSc (Interactive Media) (NFQ Level 9, Major Award)

On successful completion of this programme, students should be able to:

- Describe the technologies of interactive media production;
- Identify the elements that are likely to make for effective interactive media;
- Evaluate a range of digital formats (digital images, websites, digital sound and video, 3D models) and other specialist aspects of interactive media production;
- Apply theoretical models and concepts to issues surrounding interactive media;
- Use programming techniques and specialist applications to develop interactive media applications;
- Work as individuals and together in teams;
- Plan, implement and deliver a practical interactive media production.