



OPEN UNIVERSITY OF MAURITIUS
Taught Postgraduate Programme specification

**MA Graphic Design with Specialisation
in Digital Arts/Education**

1. PROGRAMME INFORMATION		
Title of the final award	MA Graphic Design with Specialisation in Digital Arts/Education	
Code	OUpm012	
Awarding Body	Open University of Mauritius	
Disciplinary Division	Communication and IT	
Programme Duration	Minimum 2 years Maximum 4 years	
Total Credits	120	
	<table border="1" style="width: 100%; border-collapse: collapse;"> <tr> <td align="center" style="width: 50%;">60 Credits <i>per academic year</i></td> <td align="center" style="width: 50%;">30 Credits <i>per semester</i></td> </tr> </table>	60 Credits <i>per academic year</i>
60 Credits <i>per academic year</i>	30 Credits <i>per semester</i>	
MQA NQF level	Level 9	
EHEA level	Level 7	
External Accreditors	Not applicable	
Collaborative Partners	Not applicable	
Programme approval date	May 2019	
Last revision	Not applicable	
Last update	September 2021	

2. ENTRY REQUIREMENTS	
General:	<p>General Entry Requirements under Direct Entry to Taught Postgraduate Programmes:</p> <p>A person will be admitted as student for a Postgraduate Programme if he/she</p> <ul style="list-style-type: none"> a) is a recognized graduate who has attained a standard at least equivalent to that of a Bachelor's Degree with at least second-class in a subject related to that of the proposed programme of study accepted by the Academic Council. <p style="text-align: center;">Or</p> <ul style="list-style-type: none"> b) has passed an examination including a professional qualification in such a subject at a standard equivalent to year three or equivalent to a Bachelor's Degree with at least a second-class result. <p style="text-align: center;">Or</p> <ul style="list-style-type: none"> c) possesses a Bachelor's degree with an award below a second-class degree from a recognised institution but has at least two years of relevant working experience.
Programme specific:	<ul style="list-style-type: none"> a) A Bachelor's degree in any of the following fields: <ul style="list-style-type: none"> i. Visual/Fine Arts or related; ii. Graphic/Multimedia Design or related; iii. Communication/Marketing or related. b) Experience in design and/or teaching will be an advantage. c) Applicants may be asked to present a portfolio.

3. PROGRAMME OVERVIEW	
Aim and objectives of the programme:	<p>The MA Graphic Design with Specialisation Digital Arts/Education is a 2-year programme that will enable students to enhance their ongoing skills and knowledge within the various areas of design and to be specialized in either Digital Arts or Education.</p> <p>From visual branding to editorial design and from information graphics to digital interactivity, the programme will further develop the student's thinking in using graphic design as a critical tool to understand the challenges of contemporary visual culture.</p> <p>After completing Year 1, they will be able to specialize in either Digital Arts where they will be exposed to advanced graphical tools and their applications or specialized themselves in Education where they will have deeper exposure of Art & Design teaching methods as well as how to improve their teaching skills with the aid of technology.</p>
Intended Learning outcomes: After successfully completing this programme students will be able to:	
Knowledge and understanding	<p>K1: Demonstrate an advanced understanding of design elements, principles & composition;</p> <p>K2: Contrast and compare branding and identity for visual communications;</p> <p>K3: Undertake independent enquiry, applying qualitative and quantitative data to create effective marketing communications that reach specific targeted audiences;</p> <p>K4: Articulating pertinent teaching methods within the field of Art and Design;</p> <p>K5: Identifying technologies that will enhance learning and teaching;</p> <p>K6: Show understanding of educational leadership and management.</p>
Cognitive Skills	<p>C1: Analyse and apply design principles to solving design problems;</p> <p>C2: Mind mapping design situations to devise critical solutions;</p> <p>C3: Evaluate and critically analyse the work of other artists, craft workers, designers, academics and researchers;</p> <p>C4: Analyse technological trends to facilitate education delivery;</p> <p>C5: Integrate leadership skills in managing teaching and delivery;</p> <p>C6: Evaluate and critically analyse various teaching methods and adapt according to students' profiles.</p>

<p>Practical/ Professional Skills</p>	<p>P1: Use industry-standard software, hardware and tools to create projects for a mixture of print and digital platforms; P2: Create multimedia materials as a solution for design-related problems; P3: Plan and compose materials for multiple levels of students/students with different learning styles.</p>
<p>Transferable Skills</p>	<p>T1: Effectively communicate ideas and arguments in writing and orally; T2: Collaborate with others and contribute effectively to the conception and development of ideas; T3: Work independently demonstrating initiative and self-management; T4: Adapting different technological tools for learning and teaching.</p>

**4. PROFESSIONAL, STATUTORY AND REGULATORY BODIES
(where applicable)**

Not applicable

5. LEARNING AND TEACHING STRATEGY

Learning and teaching methods

Students will be provided with opportunities to engage in a diverse range of learning environments to maximise their learning. For this programme, students will interact with their tutor and their fellow students mostly through the e-platform.

The e-platform will use the following tools:

- **Online activities:** For every unit covered in each module students will be given opportunities to complete interactive learning activities including discussion forums, quizzes, field trips, webinars and problem-solving activities. Students will be encouraged to work independently but also to engage in collaborative work.
- **Independent study:** Independent study forms an essential part of the development of your knowledge and understanding. We will guide you, via the e-platform, on the reading and reflection of primary and secondary texts. Students should use this independent study time to link knowledge with e-class and face-to-face activities and develop their understanding and critical perspective on the topics they are studying.

We also offer optional face-to-face sessions.

The face-to-face sessions are an opportunity to untangle complex concepts and provide students with an opportunity to apply the knowledge acquired in the preceding weeks.

During the **face-to-face sessions**, students can be expected to:

- Extensively use IT tools;
- Engage in problem-solving activities;
- Engage with reading material to engage in class discussions;
- Review core/complex concepts through applied work.

Research supervision:

- **Specialisation in Digital Arts:** For students opting for “Digital Arts” as the field of specialisation, they will need to complete a major design project, supervised by an academic in the area of the project topic. Students will have the opportunity to meet with his/her supervisor to explore the topic, receive guidance on the conception and development as well as receive continuous feedback on the work as it progresses.
- **Specialisation in Education:** For students opting for “Education” as the field of specialisation, they will need to complete a dissertation which should start in year 2 semester 1 and be completed and submitted in year 2 semester 2 **before** the final exams, including resits. Students will have the opportunity to meet with his/her supervisor to explore the topic, receive guidance on the dissertation topic, research methodologies, data collection and analysis supported with continuous feedback on the work as it progresses.

Overall Workload

The overall workload for the student will consist of independent learning, e-learning activities and if you choose to, face-to-face sessions. The following gives you an indication of how much time you will need to spend on the different components of your programme at each level. Each ECTS credit taken equates to 25-30 hours of study time.

The expected study time for this programme will be as follow:

Year 1: 1,500 hours for 60 ECTS credits.

Year 2: 1,500 hours for 60 ECTS credits.

Typically, for each year of your study, you will spend 0-10% of your time in face-to-face sessions, 30-40% of your time engaging with e-learning activities and 60% of your time in independent study time.

A typical study week for a student will involve some optional face to face sessions, required engagement in an online discussion forum, the completion of online activities and independent study time to review attached readings, textbooks and relevant sections of the module documentation. Students should expect to devote 8 to 12 hours of study time per week per module.

These are indicative and may vary from student to student.

6. ASSESSMENT STRATEGY

Assessment Methods

A range of formative and summative assessment exercises are designed to enable the demonstration and application of knowledge and understanding.

Some modules will be 100% coursework while some will consist of a Tutor-Marked Assessment component and an examination. TMAs include:

- Tests
- Indoor & Outdoor Projects
- Exercises and problems set
- Webinars

Academic Feedback

Throughout your studies, tutors will provide informal feedback on your coursework, online activities and class contributions. Feedback may be individual or provided to the class as a whole.

Each summative assessment will be accompanied by detailed marking criteria and a marking scheme detailing the expectation of the assessment at each grade classification level.

Feedback on assessment will be provided along with the marking criteria. Marking criteria will be made available to the student at the same time as the coursework/assessment details.

Students will receive written individual feedback on all TMA components.

The university policy on assessment feedback and guidance on provisional marks can be found in General Rules.

Late submission, Extension and Re-sit Policy

The university policy on late submission, Extension and re-sits can be found in the General Rules.

Special Circumstances

The university policy on special circumstances can be found in the General Rules.

Continuous assessment and Exam Regulations

The university regulations on continuous assessment and examination can be found in the General Rules.

7. ACADEMIC MISCONDUCT

As a safeguard to the quality and standard of Open University's qualifications and awards, the university takes any incidence of academic misconduct seriously and will investigate any reported case.

Academic Misconduct refers to any activity where a student, through unpermitted means, seeks to gain an advantage in the completion of an assessment. Any unpermitted action will be considered as academic misconduct when occurring during a formal examination, a TMA, or any other form of assessment considered by the Board of Examiners and undertaken in pursuit of a University qualification or award.

Plagiarism (*using, intentionally or unintentionally another person work and presenting it as own*) will be systematically checked through a plagiarism detection software.

Any suspected cases of academic misconduct will be reported and investigated. Academic misconduct offences may lead to suspension or expulsion from the University.

The university regulations on Academic Misconduct can be found in the General Rules.

8. PROGRAMME STRUCTURE	
C	Core i.e., modules that must be taken to be eligible for the award
E	Electives i.e., module chosen by the student from a range of listed optional modules
S1	Semester 1
S2	Semester 2

Year 1 – Level 9 (NQ-MQA) 2nd Cycle Advanced (NQ-EHEA)				
Code	Module Title	Type	Semester	Credits
OUpm012111	Design Principles and Application	C	S1	15
OUpm012112	Branding and Identity	C	S1	15
OUpm012121	Research Techniques & Methodology	C	S2	15
OUpm012122	Printing & Digital Production	C	S2	15
Credit Total				60

Year 2 – Level 9 (NQ-MQA): Specialisation in Digital Arts 2nd Cycle Advanced (NQ-EHEA)				
Code	Module Title	Type	Semester	Credits
OUpm012211a	User Interface & Web Authoring	C	S1	15
OUpm012212a	Project Development	C	S1	15
OUpm012221a	2D & 3D Visual Effects Design and Production	C	S2	15
OUpm012222a	Advanced Project Development & Realisation	C	S2	15
Credit Total				60

Year 2 – Level 9 (NQ-MQA): Specialisation in Education 2nd Cycle Advanced (NQ-EHEA)				
Code	Module Title	Type	Semester	Credits
OUpm012211b	Art & Design Teaching Methods	C	S1	10
OUpm012212b	Technology Enhanced Education	C	S2	10
OUpm012213b	Dissertation	C	S1 & S2	30
OUpm012221b	Educational Leadership & Management	C	S2	10
Credit Total				60

Overall Programme Credit Total			120
Year 1 + Year 2 (specialisation in Digital Arts) Or Year 2 (specialisation in Education)			

9. GRADING

Grading system:

Assessments are graded in percentage and correspond to a letter grade and a grade point.

To pass a module, Students need an **overall 40% weighted average** of their:

a) **combined continuous assessment (TMA) and examination.**

Or

b) **combined course works, projects and/or VIVA.**

Marks (x) %	Description	Letter Grade	Grade point
$X \geq 70$	Excellent	A	5
$60 \leq X < 70$	Very Good	B	4
$50 \leq X < 60$	Good	C	3
$40 \leq X < 50$	Satisfactory	D	2
$X < 40$	Ungraded	U	0
Non-graded/Pending	See section 17.1.1 in assessment rules and regulation for pending grades letter codes		

Students will normally not be allowed to postpone more than one module for the following semester.

If a student obtains a grade “U” in three or more modules in the same semesters, and the CPA is below 40 for that semester, the student will be requested to repeat the semester unless decided otherwise by the Academic Council upon the recommendation of the Board of Examiners. When repeating a semester, a student may or may not take the modules for which Grade C or above have been obtained.

If after completing a level the student’s CPA < 40, the student will have to repeat the entire academic year and retake the modules as and when offered. However, s/he will not be required, if s/he wishes, to retake 3 module(s) for which Grade C or above has been obtained.

Students will not be allowed to repeat more than two semesters during the entire duration of the programme.

University general marking criteria for undergraduate exams and undergraduate dissertations can be found in the General Rules.

Cumulative Point Average (CPA)

Total CPA for Undergraduate degrees is calculated by:

- a) multiplying the module credit by the % marks for the module and then summed up and divided by the total credits attempted over the cumulative period at each level (1 semester or 1 year). AND
- b) Taking the weighted average of the obtained CPAs at each level. The respective weights being set as follow: the CPA of level 5 modules (year 1) will be weighted at 15% (0.15), the CPA of level 6 modules (year 2) will be weighted at 35% (0.35) and the CPA of level 7/8 modules (year 3 and/or 4) will be weighted at 50% (0.5).

Example calculation of the CPA at level 9 for taught postgraduate programmes:

Course Level 9	% Scores	ECTS Credit unit	Module Credit x % Score
OUpm012111	64	15	64*15 = 960
OUpm012112	71	15	71*15 = 1065
OUpm012121	44	15	44*15 = 660
OUpm012122	59	15	59*15 = 885
OUpm012211(a or b)	57	15	57*15 = 855
OUpm012212(a or b)	49	15	49*15 = 735
OUpm012221(a or b)	62	15	62*15 = 930
OUpm012222(a or b)	51	15	51*15 = 765
Total		120	6855
CPA: 6855/120 = 57.13			

10. PROGRESSION, EXIT POINTS AND AWARD

Classification of Awards

For the award of the Master's Degree, all modules of the programme must be completed.

The postgraduate certificate or diploma are awarded as possible exit points in the programme as indicated in the table below:

Award	Title	Level NQ-MQA	Total required Credits	Classification
Master of Arts	Graphic Design with Specialisation in Digital Arts/Education	9	120	Distinction: CPA \geq 70 Merit: 60 \leq CPA < 70 Pass: 40 \leq CPA < 60 No Award: CPA < 40
Post Graduate Diploma	Graphic Design with Specialisation in Digital Arts/Education	9	90	
Post Graduate Certificate	Graphic Design with Specialisation in Digital Arts/Education	9	60	

11. STUDENT SUPPORT

Support available through studentsupport@open.ac.mu

12. HAVE YOUR SAY

Open University values student feedback and students will be given opportunities to have their say on their learning experience in the following way:

- Student programme and module evaluation surveys;
- Acting as a student representative and participate in a range of committees such as the staff-student consultative committee;
- Participate in programme validation processes.

The University will respond to student feedback through the following channels:

- Response and action taken following the module evaluation survey will be posted on the e-platform;
- Action from minutes will be monitored by the chair of the relevant committees;
- An annual programme monitoring process will take into account student feedback;
- Programme review process (every five years).

13. MODULE OUTLINES AND ASSESSMENT STRUCTURE

Year 1 / Semester 1

1 | Design Principles and Applications - OUpm012111

Aims	This module aims at developing students in understanding the importance of design elements & principles to create effective visual communication.		
Learning Outcomes	<ul style="list-style-type: none"> • Develop an understand the importance of design elements and design principles. • Develop creative and effective visual communication skills. • Critically analyse design problems and propose appropriate design solutions. • Apply appropriate design principles to solve design problems. 		
Assessment Structure	10 % Online Activities	40% Coursework <ul style="list-style-type: none"> • Research and Analysis – 10% • Development – 15% • Deliverables – 15% 	50% Exams

2 | Branding and Identity - OUpm012112

Aims	This module will enable students to describe the process and methods of brand management, including how to establish brand identity and build brand equity. Students will also be able to compose, assess and incorporate creative input using both primary and secondary sources, thus producing effective visual and brand identity.		
Learning Outcomes	<ul style="list-style-type: none"> • Describe the process and methods of brand management, including how to establish brand identity and build brand equity. • Compose, assess and incorporate creative input using both primary and secondary sources to produce effective team project output. • Evaluate and critically analyse of brand identities, origins, values, and context in which they were developed and evolved. • Produce visual and brand identity using symbolism. 		
Assessment Structure	10 % Online Activities	90% Coursework <ul style="list-style-type: none"> • Research and Analysis – 30% • Development – 30% • Deliverables – 30% 	

Year 1 / Semester 2			
1 Research Techniques & Methodology - OUpm012121			
Aims	This Module will focus on approaches to Research Techniques and Methods. Students will be able to design a research proposal within her/his intended field of specialization.		
Learning Outcomes	<ul style="list-style-type: none"> • Understand research concepts and processes. • Identify a suitable research problem based on relevant literature. • Develop an understanding of the application of research methods and techniques. • Write and present a research proposal. 		
Assessment Structure	10 % Online Activities	75% Research Proposal <ul style="list-style-type: none"> • Problem Statement • Literature Review • Research Questions • Design Methods 	15% Presentation
2 Printing & Digital Production - OUpm012122			
Aims	This module accentuates on design and production principles which helps to develop the students' knowledge and skills required to solve graphic design and layout problems encountered in various print and digital media. Students are introduced to the step-by-step creative and organizing process that result in a finished printed and/or digital design production.		
Learning Outcomes	<ul style="list-style-type: none"> • Demonstrate the ability to solve printing problems and think critically by effectively completing challenging individual and group projects and assignments. • Acquire creative skills, perception, and technical skills to express and communicate ideas graphically, both printed and digital. • Effectively exploit a variety of digital resources and art tools to create images for commercial, web design, and digital art applications or personal use. • Create printed and/or digital productions and evaluate the outcome. 		
Assessment Structure	10 % Online Activities	90% Coursework <ul style="list-style-type: none"> • Research and Analysis – 30% <ul style="list-style-type: none"> • Development – 30% • Deliverables – 30% 	

Year 2 / Semester 1 - SPECIALISATION IN DIGITAL ARTS		
1 User Interface & Web Authoring - OUpm012211a		
Aims	Students will be introduced to various tools used for the creation of web content thus covering a wide range of software programs available for download or access online.	
Learning Outcomes	<ul style="list-style-type: none"> • Understand the principles and benefits of good UI & UX and how to apply it to a website. • Develop the necessary skills to understand the needs of clients. • Identify materials to be included in a website, and how to design it to increase exchanges. • Produce a website or a related solution using appropriate coding/programming languages and tools. 	
Assessment Structure	10 % Online Activities	90% Coursework <ul style="list-style-type: none"> • Research and Analysis – 30% <ul style="list-style-type: none"> • Development – 30% • Deliverables – 30%
2 Project Development - OUpm012212a		
Aims	This module aims at conceptualizing and developing a major project. Conceptualizing a solution based on design requirements and specifications. In-depth research will be conducted for market analysis.	
Learning Outcomes	<ul style="list-style-type: none"> • Develop and understand design problems and needs for specific situations. • Research and review existing literature and design scenarios with possible solutions • Analyse design requirements and develop design specifications accordingly. • Design a project brief based. 	
Assessment Structure	10 % Online Activities	90% Coursework <ul style="list-style-type: none"> • Research and Analysis – 25% <ul style="list-style-type: none"> • Development – 25% • Design Specifications – 15% <ul style="list-style-type: none"> • Project Brief – 25%

Year 2 / Semester 2 - SPECIALISATION IN DIGITAL ARTS		
1 2D & 3D Visual Effects Design and Production - OUpm012221a		
Aims	The module aims at equipping students with appropriate observational and analysing skills which they will apply in the composition of moving images. Further skills will be developed in specialized areas within various industry-related contemporary projects.	
Learning Outcomes	<ul style="list-style-type: none"> • Create 2D & 3D animations including recording and producing high-quality videos. • Understand and develop various animations styles including typographic and kinetic animations. • Understand the basics of rotoscoping and motion capturing • Produce VFX materials for various platforms 	
Assessment Structure	10 % Online Activities	90% Coursework <ul style="list-style-type: none"> • Research and Analysis – 30% <ul style="list-style-type: none"> • Development – 30% • Deliverables – 30%
2 Advanced Project Development & Realisation - OUpm012222a		
Aims	This module will help students to further develop their skills in the development and realization of a major design project.	
Learning Outcomes	<ul style="list-style-type: none"> • Further develop and define a project brief. • Conceptualise and produce innovative design solutions • Test and evaluate the solutions against design requirements and specifications. • Showcase the major project. 	
Assessment Structure	10 % Online Activities	90% Coursework <ul style="list-style-type: none"> • Research and Analysis – 25% <ul style="list-style-type: none"> • Development – 25% • Deliverables – 25% • Presentation/VIVA – 15%

Year 2 / Semester 1 - SPECIALISATION IN EDUCATION			
1 Art & Design Teaching Methods - OUpm012211b			
Aims	Through this module, students will have exposure to new approaches, methods of teaching and assessment objectives of Art and Design at the secondary level. Various contemporary teaching strategies and methods will be discussed in line with the content of the National Curriculum Framework (NCF) and Art and Design syllabus.		
Learning Outcomes	<ul style="list-style-type: none"> • Develop knowledge, skills, and understanding of art and design and improve the ability to control various art materials, tools and techniques. • Develop a critical awareness of the roles and purposes of art and design in different times and cultures. • Develop creativity and imagination through a range of complex activities, thus, understand the importance of aesthetics and essential skills in teaching Art and Design. • Develop an understanding of the National Curriculum Framework (NCF) & Cambridge International Examinations (CIE) assessment objectives. 		
Assessment Structure	10 % Online Activities	40% Coursework <ul style="list-style-type: none"> • Research and Analysis – 10% <ul style="list-style-type: none"> • Development – 15% • Deliverables – 15% 	50% Exams
2 Technology Enhanced Education - OUpm012212b			
Aims	Within the context of the digital revolution, this module aims at embarking students into a new world of personalized education, social learning, open education, and seamless learning.		
Learning Outcomes	<ul style="list-style-type: none"> • Identify several trends in technology that are impacting learning and teaching. • Understand the need to adapt to the flexible requirements of the learning community in a seamless digital world. • Use strategies and instructional methods for effective teaching in the digital era. • Appropriate use of the global knowledge repository for learning as well as for teaching. 		
Assessment Structure	10 % Online Activities	40% Coursework <ul style="list-style-type: none"> • Research and Analysis – 10% <ul style="list-style-type: none"> • Development – 15% • Deliverables – 15% 	50% Exams

3 Dissertation - OUpm012213b (Semester 1 and 2)	
Aims	The research dissertation will allow the student to examine thoroughly an area or a problem in arts/design related to education. It will draw upon significant concepts and techniques introduced during the taught part of the course and will have to merge the theoretical background and insights and practice of education through the achievement of a considerable and related in-depth piece of study/work.
Learning Outcomes	<ul style="list-style-type: none"> • Implement a research proposal. • Review a Literature. • Collect and analyse data using appropriate tools. • Write an academic dissertation.
Assessment Structure	<p>The review of the final year dissertation will be based on the compliance of a report which should be in the range of 14,000–16,000 words.</p> <p>Students will start their dissertation in Year 2 Semester 1, complete and submit in Year 2 Semester 2 before the final exams.</p>

Year 2 / Semester 2 - SPECIALISATION IN EDUCATION			
1 Educational Leadership & Management - OUpm012221b			
Aims	The module aims to create a sense of awareness in students about the significance and potential of educational leadership in the transformation of an educational institution.		
Learning Outcomes	<ul style="list-style-type: none"> • Understand the concept of leadership in the educational context. • Identify high-quality leaders to operate a successful and effective educational institution. • Analyse a variety of leadership models designed by leading world educators that can be adapted to other educational institutions. • Apply leadership knowledge, skills, and dispositions that underpin the identified leadership dimensions. 		
Assessment Structure	10 % Online Activities	40% Coursework <ul style="list-style-type: none"> • Research and Analysis – 10% <ul style="list-style-type: none"> • Development – 15% <ul style="list-style-type: none"> • Deliverables – 15% 	50% Exams

14. Curriculum Map of Programme modules against intended learning outcomes

Module unit and code				Knowledge and understanding						Cognitive Skills						Practical Skills			Transferable skills			
Module title	Code	Type	Mode	K1	K2	K3	K4	K5	K6	C1	C2	C3	C4	C5	C6	P1	P2	P3	T1	T2	T3	T4
Year 1 – Level 9 (NQ-MQA) – 2nd cycle Advanced (NQ-EHEA)																						
Design Principles and Application	OUpm012111	C	BL	✓						✓						✓					✓	
Branding and Identity	OUpm012112	C	BL	✓	✓	✓				✓	✓	✓				✓	✓		✓	✓	✓	
Research Techniques & Methodology	OUpm012121	C	BL	✓		✓						✓				✓			✓	✓	✓	
Printing & Digital Production	OUpm012122	C	BL	✓	✓	✓				✓	✓	✓				✓	✓			✓	✓	
Year 2: Specialization in Digital Arts – Level 9 (NQ-MQA) – 2nd cycle Advanced (NQ-EHEA)																						
User Interface & Web Authoring	OUpm012211a	C	BL	✓	✓	✓				✓	✓	✓				✓	✓			✓	✓	
Project Development	OUpm012212a	C	BL	✓	✓	✓				✓	✓	✓				✓	✓		✓	✓	✓	
2D & 3D Visual Effects Design and Production	OUpm012221a	C	BL	✓		✓				✓		✓				✓	✓			✓	✓	
Advanced Project Development & Realisation	OUpm012222a	C	BL	✓	✓	✓				✓	✓	✓				✓	✓		✓	✓	✓	
Year 2: Specialization in Education – Level 9 (NQ-MQA) – 2nd cycle Advanced (NQ-EHEA)																						
Art & Design Teaching Methods	OUpm012211b	C	BL				✓	✓					✓		✓	✓		✓	✓	✓	✓	✓
Technology Enhanced Education	OUpm012212b	C	BL				✓	✓				✓	✓		✓	✓	✓	✓	✓	✓	✓	✓
Dissertation	OUpm012213b	C	BL				✓	✓	✓				✓	✓	✓	✓		✓		✓	✓	
Educational Leadership & Management	OUpm012221b	C	BL				✓	✓	✓				✓	✓		✓			✓		✓	✓

C = Core; E = Elective; DL = Distance Learning; BL= Blended Learning; CD = Campus delivery