

# SCHOOL OF ENGINEERING AND DIGITAL ARTS

Head of School: Prof Farzin Deravi  
School Web Site: [www.eda.kent.ac.uk](http://www.eda.kent.ac.uk)

Please refer to the online Module Catalogue for full details of all modules:  
[www.kent.ac.uk/courses/modulecatalogue/](http://www.kent.ac.uk/courses/modulecatalogue/)

**Note: It is ultimately your responsibility to ensure that you are registered for the correct modules for your programme.**

## YEAR IN COMPUTING – STAGE Y

–C2 OR –CF e.g. DIGARTS-C2:BA

If you are taking a free-standing, self-contained Year in Computing after either Stage 2 or 3 of your programme, you must study the following modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
CO539	Web Development	15	Spring	5	COMP5390
CO580	Year in Computing Project	30	Spring	5	COMP5800
CO581	An Introduction to Computer Systems	15	Autumn	5	COMP5810
CO582	Computer Interaction and User Experience	15	Autumn	5	COMP5820
CO583	An Introduction to Programming and Web Technologies	30	Autumn	5	COMP5830
CO584	Solving Problems with Data	15	Spring	5	COMP5840

**Please select a link below to view the Stage 2+ requirements for your programme:**

- [Biomedical Engineering: BENG](#)
- [Biomedical Engineering with a Year in Industry: BENG](#)
- [Computer Systems Engineering: BENG](#)
- [Computer Systems Engineering: MENG](#)
- [Computer Systems Engineering with a Year in Industry: BENG](#)
- [Computer Systems Engineering with a Year in Industry: MENG](#)
- [Digital Arts: BA](#)
- [Digital Arts: MART](#)
- [Digital Arts with a Year In Industry: BA](#)
- [Digital Arts with a Year In Industry: MART](#)
- [Electronic and Communications Engineering: BENG](#)
- [Electronic and Communications Engineering: MENG](#)
- [Electronic and Communications Engineering with a Year in Industry: BENG](#)
- [Electronic and Communications Engineering with a Year in Industry: MENG](#)
- [Multimedia Technology and Design: BSC](#)
- [Multimedia Technology and Design with a Year in Industry: BSC](#)

**Biomedical Engineering  
Single Honours**

**BIOMEDENG:BENG**

**STAGE 2 - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">BI307</a>	Human Physiology and Disease	15	Spring	4	<i>BIOS3070</i>
<a href="#">BI532</a>	Skills For Bioscientists 2	15	Autumn	5	<i>BIOS5320</i>
<a href="#">EL313</a>	Introduction to Programming	15	Autumn & Spring	4	<i>EENG3130</i>
<a href="#">EL514</a>	Biomechanics	15	Spring	6	<i>EENG6140</i>
<a href="#">EL515</a>	Physiological Measurement	15	Autumn	5	<i>EENG5150</i>
<a href="#">EL561+</a>	Image Analysis & Applications	15	Spring	5	<i>EENG5610</i>
<a href="#">EL562</a>	Computer Interfacing Group Project	15	Autumn & Spring	5	<i>EENG5620</i>
<a href="#">EL569+</a>	Signals and Systems	15	Autumn & Spring	5	<i>EENG5690</i>

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Biomedical Engineering  
Single Honours**

**BIOMEDENG:BENG**

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (105 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">BI513</a>	Human Physiology and Disease 2	15	Autumn	6	<i>BIOS5130</i>
<a href="#">EL600*</a>	Project	45	Autumn & Spring	6	<i>EENG6000</i>
<a href="#">EL614</a>	Biomaterials	15	Autumn & Spring	6	<i>EENG6141</i>
<a href="#">EL671</a>	Product Development	15	Autumn & Spring	6	<i>EENG6710</i>
<a href="#">EL676+</a>	Digital Signal Processing and Control	15	Autumn & Spring	6	<i>EENG6760</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**PLUS ONE of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">BI638</a>	Bioinformatics and Genomics	15	Autumn	6	<i>BIOS6380</i>
<a href="#">BI642</a>	Cancer Biology	15	Autumn	6	<i>BIOS6400</i>
<a href="#">PH513</a>	Medical Physics	15	Spring	5	<i>PHYS5130</i>

**Biomedical Engineering with a Year in Industry  
Single Honours**

**BIOMEDENG-S:BENG**

**STAGE 2 - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">BI307</a>	Human Physiology and Disease	15	Spring	4	<i>BIOS3070</i>
<a href="#">BI532</a>	Skills For Bioscientists 2	15	Autumn	5	<i>BIOS5320</i>
<a href="#">EL313</a>	Introduction to Programming	15	Autumn & Spring	4	<i>EENG3130</i>
<a href="#">EL514</a>	Biomechanics	15	Spring	6	<i>EENG6140</i>
<a href="#">EL515</a>	Physiological Measurement	15	Autumn	5	<i>EENG5150</i>
<a href="#">EL561+</a>	Image Analysis & Applications	15	Spring	5	<i>EENG5610</i>
<a href="#">EL562</a>	Computer Interfacing Group Project	15	Autumn & Spring	5	<i>EENG5620</i>
<a href="#">EL569+</a>	Signals and Systems	15	Autumn & Spring	5	<i>EENG5690</i>

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Biomedical Engineering with a Year in Industry  
Single Honours**

**BIOMEDENG-S:BENG**

**STAGE S - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL791*</a>	Year in Industry (Industrial Assessment)	90	Autumn & Spring	5	<i>EENG7910</i>
<a href="#">EL792*</a>	Year in Industry (Academic Assessment)	30	Autumn & Spring	5	<i>EENG7920</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (105 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">BI513</a>	Human Physiology and Disease 2	15	Autumn	6	<i>BIOS5130</i>
<a href="#">EL600*</a>	Project	45	Autumn & Spring	6	<i>EENG6000</i>
<a href="#">EL614</a>	Biomaterials	15	Autumn & Spring	6	<i>EENG6141</i>
<a href="#">EL671</a>	Product Development	15	Autumn & Spring	6	<i>EENG6710</i>
<a href="#">EL676+</a>	Digital Signal Processing and Control	15	Autumn & Spring	6	<i>EENG6760</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**PLUS ONE of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">BI638</a>	Bioinformatics and Genomics	15	Autumn	6	<i>BIOS6380</i>
<a href="#">BI642</a>	Cancer Biology	15	Autumn	6	<i>BIOS6400</i>
<a href="#">PH513</a>	Medical Physics	15	Spring	5	<i>PHYS5130</i>

## Computer Systems Engineering Single Honours

CSENG:BENG

### STAGE 2 - 120 credits

You must take the following compulsory modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
CO520	Further Object-Oriented Programming	15	Spring	5	COMP5200
EL560+	Microcomputer Engineering	15	Autumn & Spring	5	EENG5600
EL561+	Image Analysis & Applications	15	Spring	5	EENG5610
EL562	Computer Interfacing Group Project	15	Autumn & Spring	5	EENG5620
EL565+	Electronic Instrumentation and Measurement Systems	15	Autumn & Spring	5	EENG5650
EL568+	Digital Implementation	15	Autumn & Spring	5	EENG5680
EL569+	Signals and Systems	15	Autumn & Spring	5	EENG5690
EL570+	Communications Principles	15	Spring	5	EENG5700

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

## Computer Systems Engineering Single Honours

CSENG:BENG

### STAGE 3 - 120 credits

You must take the following compulsory modules (105 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL600*	Project	45	Autumn & Spring	6	EENG6000
EL667+	Embedded Computer Systems	15	Autumn & Spring	6	EENG6670
EL671	Product Development	15	Autumn & Spring	6	EENG6710
EL673+	Digital Systems Design	15	Autumn & Spring	6	EENG6730
EL676+	Digital Signal Processing and Control	15	Autumn & Spring	6	EENG6760

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

PLUS ONE of the following 15 credit modules:

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
CO633	Computer Networks and Communications	15	Autumn	6	COMP6330
CO634	Computer Security and Cryptography	15	Autumn	6	COMP6340
CO643	Computing Law and Professional Responsibility	15	Autumn	6	COMP6430

**Computer Systems Engineering  
Single Honours**

**CSENG:MENG**

**STAGE 2 - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
CO520	Further Object-Oriented Programming	15	Spring	5	COMP5200
EL560+	Microcomputer Engineering	15	Autumn & Spring	5	EENG5600
EL561+	Image Analysis & Applications	15	Spring	5	EENG5610
EL562	Computer Interfacing Group Project	15	Autumn & Spring	5	EENG5620
EL565+	Electronic Instrumentation and Measurement Systems	15	Autumn & Spring	5	EENG5650
EL568+	Digital Implementation	15	Autumn & Spring	5	EENG5680
EL569+	Signals and Systems	15	Autumn & Spring	5	EENG5690
EL570+	Communications Principles	15	Spring	5	EENG5700

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Computer Systems Engineering  
Single Honours**

**CSENG:MENG**

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (105 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL600*	Project	45	Autumn & Spring	6	EENG6000
EL667+	Embedded Computer Systems	15	Autumn & Spring	6	EENG6670
EL671	Product Development	15	Autumn & Spring	6	EENG6710
EL673+	Digital Systems Design	15	Autumn & Spring	6	EENG6730
EL676+	Digital Signal Processing and Control	15	Autumn & Spring	6	EENG6760

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**PLUS ONE of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
CO633	Computer Networks and Communications	15	Autumn	6	COMP6330
CO634	Computer Security and Cryptography	15	Autumn	6	COMP6340
CO643	Computing Law and Professional Responsibility	15	Autumn	6	COMP6430

## Computer Systems Engineering Single Honours

CSENG:MENG

### STAGE 4 - 120 credits

You must take the following compulsory modules (90 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
CB934	Strategy	15	Spring	7	BUSN9340
EL750	Systems Group Project	60	Autumn & Spring	7	EENG7500
EL829†	Embedded Real-Time Operating Systems	15	Spring	7	EENG8290

† This module requires the coursework mark and the examination mark to be greater than or equal to 40%, as well as achieving the module pass mark, in order to obtain credit.

PLUS TWO of the following 15 credit modules:

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL822	Data Networks and the Internet	15	Autumn	7	EENG8220
EL857†	Biometric Technologies	15	Autumn	7	EENG8570
EL871†	Digital Signal Processing	15	Autumn	7	EENG8710
EL896†	Computer and Microcontroller Architectures	15	Autumn	7	EENG8960

† This module requires the coursework mark and the examination mark to be greater than or equal to 40%, as well as achieving the module pass mark, in order to obtain credit.

## Computer Systems Engineering with a Year in Industry Single Honours

CSENG-S:BENG

### STAGE 2 - 120 credits

You must take the following compulsory modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
CO520	Further Object-Oriented Programming	15	Spring	5	COMP5200
EL560+	Microcomputer Engineering	15	Autumn & Spring	5	EENG5600
EL561+	Image Analysis & Applications	15	Spring	5	EENG5610
EL562	Computer Interfacing Group Project	15	Autumn & Spring	5	EENG5620
EL565+	Electronic Instrumentation and Measurement Systems	15	Autumn & Spring	5	EENG5650
EL568+	Digital Implementation	15	Autumn & Spring	5	EENG5680
EL569+	Signals and Systems	15	Autumn & Spring	5	EENG5690
EL570+	Communications Principles	15	Spring	5	EENG5700

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Computer Systems Engineering with a Year in Industry  
Single Honours**

**CSENG-S:BENG**

**STAGE S - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL791*	Year in Industry (Industrial Assessment)	90	Autumn & Spring	5	EENG7910
EL792*	Year in Industry (Academic Assessment)	30	Autumn & Spring	5	EENG7920

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**Computer Systems Engineering with a Year in Industry  
Single Honours**

**CSENG-S:BENG**

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (105 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL600*	Project	45	Autumn & Spring	6	EENG6000
EL667+	Embedded Computer Systems	15	Autumn & Spring	6	EENG6670
EL671	Product Development	15	Autumn & Spring	6	EENG6710
EL673+	Digital Systems Design	15	Autumn & Spring	6	EENG6730
EL676+	Digital Signal Processing and Control	15	Autumn & Spring	6	EENG6760

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**PLUS ONE of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
CO633	Computer Networks and Communications	15	Autumn	6	COMP6330
CO634	Computer Security and Cryptography	15	Autumn	6	COMP6340
CO643	Computing Law and Professional Responsibility	15	Autumn	6	COMP6430



**Computer Systems Engineering with a Year in Industry  
Single Honours**

**CSENG-S:MENG**

**STAGE 2 - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
CO520	Further Object-Oriented Programming	15	Spring	5	COMP5200
EL560+	Microcomputer Engineering	15	Autumn & Spring	5	EENG5600
EL561+	Image Analysis & Applications	15	Spring	5	EENG5610
EL562	Computer Interfacing Group Project	15	Autumn & Spring	5	EENG5620
EL565+	Electronic Instrumentation and Measurement Systems	15	Autumn & Spring	5	EENG5650
EL568+	Digital Implementation	15	Autumn & Spring	5	EENG5680
EL569+	Signals and Systems	15	Autumn & Spring	5	EENG5690
EL570+	Communications Principles	15	Spring	5	EENG5700

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Computer Systems Engineering with a Year in Industry  
Single Honours**

**CSENG-S:MENG**

**STAGE S - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL791*	Year in Industry (Industrial Assessment)	90	Autumn & Spring	5	EENG7910
EL792*	Year in Industry (Academic Assessment)	30	Autumn & Spring	5	EENG7920

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (105 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL600*	Project	45	Autumn & Spring	6	EENG6000
EL667+	Embedded Computer Systems	15	Autumn & Spring	6	EENG6670
EL671	Product Development	15	Autumn & Spring	6	EENG6710
EL673+	Digital Systems Design	15	Autumn & Spring	6	EENG6730
EL676+	Digital Signal Processing and Control	15	Autumn & Spring	6	EENG6760

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**PLUS ONE of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
CO633	Computer Networks and Communications	15	Autumn	6	COMP6330
CO634	Computer Security and Cryptography	15	Autumn	6	COMP6340
CO643	Computing Law and Professional Responsibility	15	Autumn	6	COMP6430

**STAGE 4 - 120 credits**

**You must take the following compulsory modules (90 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">CB934</a>	Strategy	15	Spring	7	<i>BUSN9340</i>
<a href="#">EL750</a>	Systems Group Project	60	Autumn & Spring	7	<i>EENG7500</i>
<a href="#">EL829†</a>	Embedded Real-Time Operating Systems	15	Spring	7	<i>EENG8290</i>

† This module requires the coursework mark and the examination mark to be greater than or equal to 40%, as well as achieving the module pass mark, in order to obtain credit.

**PLUS TWO of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL822</a>	Data Networks and the Internet	15	Autumn	7	<i>EENG8220</i>
<a href="#">EL857†</a>	Biometric Technologies	15	Autumn	7	<i>EENG8570</i>
<a href="#">EL871†</a>	Digital Signal Processing	15	Autumn	7	<i>EENG8710</i>
<a href="#">EL896†</a>	Computer and Microcontroller Architectures	15	Autumn	7	<i>EENG8960</i>

† This module requires the coursework mark and the examination mark to be greater than or equal to 40%, as well as achieving the module pass mark, in order to obtain credit.

STAGE 2 - 120 credits

You must take the following compulsory modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL532</a>	Professional 3D and Compositing	30	Spring	5	<i>DIGM5320</i>
<a href="#">EL537</a>	Digital Portfolio	30	Autumn	5	<i>DIGM5370</i>
<a href="#">EL574</a>	Designing Media Environments	30	Autumn & Spring	5	<i>DIGM5740</i>
<a href="#">EL576</a>	2 <sup>nd</sup> Year Project	30	Spring & Summer	5	<i>DIGM5760</i>

STAGE 3 - 120 credits

You must take the following compulsory modules (90 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL636*</a>	Final Year Project	60	Autumn & Spring	6	<i>DIGM6360</i>
<a href="#">EL641</a>	Digital Visual Effects and Post Production	30	Autumn	6	<i>DIGM6410</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

PLUS TWO of the following 15 credit modules:

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">CB302</a>	Managers and Organisations	15	Autumn	4	<i>BUSN3020</i>
<a href="#">EL638</a>	3D Computer Animation Pipeline	15	Autumn & Spring	6	<i>DIGM6380</i>
<a href="#">EL639</a>	Video Games Development	15	Autumn	6	<i>DIGM6390</i>
<a href="#">EL643</a>	Digital Futures	15	Autumn	6	<i>DIGM6430</i>

**STAGE 2 - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL532</a>	Professional 3D and Compositing	30	Spring	5	<i>DIGM5320</i>
<a href="#">EL537</a>	Digital Portfolio	30	Autumn	5	<i>DIGM5370</i>
<a href="#">EL574</a>	Designing Media Environments	30	Autumn & Spring	5	<i>DIGM5740</i>
<a href="#">EL576</a>	2 <sup>nd</sup> Year Project	30	Spring & Summer	5	<i>DIGM5760</i>

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (90 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL636*</a>	Final Year Project	60	Autumn & Spring	6	<i>DIGM6360</i>
<a href="#">EL641</a>	Digital Visual Effects and Post Production	30	Autumn	6	<i>DIGM6410</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**PLUS TWO of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">CB302</a>	Managers and Organisations	15	Autumn	4	<i>BUSN3020</i>
<a href="#">EL638</a>	3D Computer Animation Pipeline	15	Autumn & Spring	6	<i>DIGM6380</i>
<a href="#">EL639</a>	Video Games Development	15	Autumn	6	<i>DIGM6390</i>
<a href="#">EL643</a>	Digital Futures	15	Autumn	6	<i>DIGM6430</i>

**STAGE 4 - 120 credits**

**You must take the following compulsory modules (60 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL760*</a>	Integrated Masters Project	15	Spring & Summer	7	<i>EENG7600</i>
<a href="#">EL831*</a>	Digital Visual Art set-up	15	Autumn	7	<i>DIGM8310</i>
<a href="#">EL837*</a>	Professional Group Work	15	Spring & Summer	7	<i>DIGM8370</i>
<a href="#">EL863</a>	Advanced 3D Modelling	15	Autumn	7	<i>DIGM8630</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**PLUS FOUR of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL832</a>	Animation Principles	15	Autumn	7	<i>DIGM8320</i>
<a href="#">EL833</a>	Visual Training	15	Autumn	7	<i>DIGM8330</i>
<a href="#">EL839</a>	Effects Animation	15	Autumn	7	<i>DIGM8390</i>
<a href="#">EL865</a>	Action in Animation	15	Spring	7	<i>DIGM8650</i>
<a href="#">EL866</a>	Acting in Animation	15	Spring	7	<i>DIGM8660</i>
<a href="#">EL867</a>	Technical Direction	15	Spring	7	<i>DIGM8670</i>
<a href="#">EL868</a>	High Definition Compositing	15	Autumn & Spring	7	<i>DIGM8680</i>
<a href="#">EL869</a>	Film and Video Production	15	Spring	7	<i>DIGM8690</i>

## Digital Arts with a Year in Industry Single Honours

DIGARTS-S:BA

### STAGE 2 - 120 credits

You must take the following compulsory modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL532</a>	Professional 3D and Compositing	30	Spring	5	<i>DIGM5320</i>
<a href="#">EL537</a>	Digital Portfolio	30	Autumn	5	<i>DIGM5370</i>
<a href="#">EL574</a>	Designing Media Environments	30	Autumn & Spring	5	<i>DIGM5740</i>
<a href="#">EL576</a>	2 <sup>nd</sup> Year Project	30	Spring & Summer	5	<i>DIGM5760</i>

## Digital Arts with a Year in Industry Single Honours

DIGARTS-S:BA

### STAGE S - 120 credits

You must take the following compulsory modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL791*</a>	Year in Industry (Industrial Assessment)	90	Autumn & Spring	5	<i>EENG7910</i>
<a href="#">EL792*</a>	Year in Industry (Academic Assessment)	30	Autumn & Spring	5	<i>EENG7920</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

## Digital Arts with a Year in Industry Single Honours

DIGARTS-S:BA

### STAGE 3 - 120 credits

You must take the following compulsory modules (90 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL636*</a>	Final Year Project	60	Autumn & Spring	6	<i>DIGM6360</i>
<a href="#">EL641</a>	Digital Visual Effects and Post Production	30	Autumn	6	<i>DIGM6410</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

PLUS TWO of the following 15 credit modules:

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">CB302</a>	Managers and Organisations	15	Autumn	4	<i>BUSN3020</i>
<a href="#">EL638</a>	3D Computer Animation Pipeline	15	Autumn & Spring	6	<i>DIGM6380</i>
<a href="#">EL639</a>	Video Games Development	15	Autumn	6	<i>DIGM6390</i>
<a href="#">EL643</a>	Digital Futures	15	Autumn	6	<i>DIGM6430</i>

## Digital Arts with a Year in Industry Single Honours

DIGARTS-S: MART

### STAGE 2 - 120 credits

You must take the following compulsory modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL532</a>	Professional 3D and Compositing	30	Spring	5	<i>DIGM5320</i>
<a href="#">EL537</a>	Digital Portfolio	30	Autumn	5	<i>DIGM5370</i>
<a href="#">EL574</a>	Designing Media Environments	30	Autumn & Spring	5	<i>DIGM5740</i>
<a href="#">EL576</a>	2 <sup>nd</sup> Year Project	30	Spring & Summer	5	<i>DIGM5760</i>

## Digital Arts with a Year in Industry Single Honours

DIGARTS-S: MART

### STAGE S - 120 credits

You must take the following compulsory modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL791*</a>	Year in Industry (Industrial Assessment)	90	Autumn & Spring	5	<i>EENG7910</i>
<a href="#">EL792*</a>	Year in Industry (Academic Assessment)	30	Autumn & Spring	5	<i>EENG7920</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

## Digital Arts with a Year in Industry Single Honours

DIGARTS-S: MART

### STAGE 3 - 120 credits

You must take the following compulsory modules (90 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL636*</a>	Final Year Project	60	Autumn & Spring	6	<i>DIGM6360</i>
<a href="#">EL641</a>	Digital Visual Effects and Post Production	30	Autumn	6	<i>DIGM6410</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

PLUS TWO of the following 15 credit modules:

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">CB302</a>	Managers and Organisations	15	Autumn	4	<i>BUSN3020</i>
<a href="#">EL638</a>	3D Computer Animation Pipeline	15	Autumn & Spring	6	<i>DIGM6380</i>
<a href="#">EL639</a>	Video Games Development	15	Autumn	6	<i>DIGM6390</i>
<a href="#">EL643</a>	Digital Futures	15	Autumn	6	<i>DIGM6430</i>



**STAGE 4 - 120 credits**

**You must take the following compulsory modules (60 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL760*</a>	Integrated Masters Project	15	Spring & Summer	7	<i>EENG7600</i>
<a href="#">EL831*</a>	Digital Visual Art set-up	15	Autumn	7	<i>DIGM8310</i>
<a href="#">EL837*</a>	Professional Group Work	15	Spring & Summer	7	<i>DIGM8370</i>
<a href="#">EL863</a>	Advanced 3D Modelling	15	Autumn	7	<i>DIGM8630</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**PLUS FOUR of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL832</a>	Animation Principles	15	Autumn	7	<i>DIGM8320</i>
<a href="#">EL833</a>	Visual Training	15	Autumn	7	<i>DIGM8330</i>
<a href="#">EL839</a>	Effects Animation	15	Autumn	7	<i>DIGM8390</i>
<a href="#">EL865</a>	Action in Animation	15	Spring	7	<i>DIGM8650</i>
<a href="#">EL866</a>	Acting in Animation	15	Spring	7	<i>DIGM8660</i>
<a href="#">EL867</a>	Technical Direction	15	Spring	7	<i>DIGM8670</i>
<a href="#">EL868</a>	High Definition Compositing	15	Autumn & Spring	7	<i>DIGM8680</i>
<a href="#">EL869</a>	Film and Video Production	15	Spring	7	<i>DIGM8690</i>

## Electronic and Communications Engineering Single Honours

ELCOMENG:BENG

### STAGE 2 - 120 credits

You must take the following compulsory modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL560+	Microcomputer Engineering	15	Autumn & Spring	5	EENG5600
EL562	Computer Interfacing Group Project	15	Autumn & Spring	5	EENG5620
EL565+	Electronic Instrumentation and Measurement Systems	15	Autumn & Spring	5	EENG5650
EL566	Microwave Circuits and Electromagnetic Waves	15	Autumn	5	EENG5660
EL567+	Electronic and RF Circuit Design	15	Spring	5	EENG5670
EL568+	Digital Implementation	15	Autumn & Spring	5	EENG5680
EL569+	Signals and Systems	15	Autumn & Spring	5	EENG5690
EL570+	Communications Principles	15	Spring	5	EENG5700

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

## Electronic and Communications Engineering Single Honours

ELCOMENG:BENG

### STAGE 3 - 120 credits

You must take the following compulsory modules (90 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL600*	Project	45	Autumn & Spring	6	EENG6000
EL665	Communication Systems	15	Autumn & Spring	6	EENG6650
EL671	Product Development	15	Autumn & Spring	6	EENG6710
EL677	Digital Communication Systems	15	Autumn & Spring	6	EENG6770

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

PLUS TWO of the following 15 credit modules:

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL667+	Embedded Computer Systems	15	Autumn & Spring	6	EENG6670
EL673+	Digital Systems Design	15	Autumn & Spring	6	EENG6730
EL676+	Digital Signal Processing and Control	15	Autumn & Spring	6	EENG6760

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Electronic and Communications Engineering  
Single Honours**

**ELCOMENG:MENG**

**STAGE 2 - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL560+	Microcomputer Engineering	15	Autumn & Spring	5	EENG5600
EL562	Computer Interfacing Group Project	15	Autumn & Spring	5	EENG5620
EL565+	Electronic Instrumentation and Measurement Systems	15	Autumn & Spring	5	EENG5650
EL566	Microwave Circuits and Electromagnetic Waves	15	Autumn	5	EENG5660
EL567+	Electronic and RF Circuit Design	15	Spring	5	EENG5670
EL568+	Digital Implementation	15	Autumn & Spring	5	EENG5680
EL569+	Signals and Systems	15	Autumn & Spring	5	EENG5690
EL570+	Communications Principles	15	Spring	5	EENG5700

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Electronic and Communications Engineering  
Single Honours**

**ELCOMENG:MENG**

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (90 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL600*	Project	45	Autumn & Spring	6	EENG6000
EL665	Communication Systems	15	Autumn & Spring	6	EENG6650
EL671	Product Development	15	Autumn & Spring	6	EENG6710
EL677	Digital Communication Systems	15	Autumn & Spring	6	EENG6770

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**PLUS TWO of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL667+	Embedded Computer Systems	15	Autumn & Spring	6	EENG6670
EL673+	Digital Systems Design	15	Autumn & Spring	6	EENG6730
EL676+	Digital Signal Processing and Control	15	Autumn & Spring	6	EENG6760

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

## Electronic and Communications Engineering Single Honours

ELCOMENG:MENG

### STAGE 4 - 120 credits

You must take the following compulsory modules (75 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
CB934	Strategy	15	Spring	7	BUSN9340
EL750	Systems Group Project	60	Autumn & Spring	7	EENG7500

PLUS THREE of the following optional modules (45 credits):

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL822	Data Networks and the Internet	15	Autumn	7	EENG8220
EL827	Advanced Communication Theory	15	Autumn	7	EENG8270
EL872	Wireless Communications	15	Spring	7	EENG8720
EL873	Advanced Networking Systems and Technology	15	Spring	7	EENG8730

## Electronic and Communications Engineering with a Year in Industry Single Honours

ELCOMENG-S:BENG

### STAGE 2 - 120 credits

You must take the following compulsory modules (120 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL560+	Microcomputer Engineering	15	Autumn & Spring	5	EENG5600
EL562	Computer Interfacing Group Project	15	Autumn & Spring	5	EENG5620
EL565+	Electronic Instrumentation and Measurement Systems	15	Autumn & Spring	5	EENG5650
EL566	Microwave Circuits and Electromagnetic Waves	15	Autumn	5	EENG5660
EL567+	Electronic and RF Circuit Design	15	Spring	5	EENG5670
EL568+	Digital Implementation	15	Autumn & Spring	5	EENG5680
EL569+	Signals and Systems	15	Autumn & Spring	5	EENG5690
EL570+	Communications Principles	15	Spring	5	EENG5700

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Electronic and Communications Engineering with a Year in Industry      ELCOMENG-S:BENG  
Single Honours**

**STAGE S - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL791*	Year in Industry (Industrial Assessment)	90	Autumn & Spring	5	EENG7910
EL792*	Year in Industry (Academic Assessment)	30	Autumn & Spring	5	EENG7920

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**Electronic and Communications Engineering with a Year in Industry      ELCOMENG-S:BENG  
Single Honours**

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (90 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL600*	Project	45	Autumn & Spring	6	EENG6000
EL665	Communication Systems	15	Autumn & Spring	6	EENG6650
EL671	Product Development	15	Autumn & Spring	6	EENG6710
EL677	Digital Communication Systems	15	Autumn & Spring	6	EENG6770

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**PLUS TWO of the following 15 credit modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL667+	Embedded Computer Systems	15	Autumn & Spring	6	EENG6670
EL673+	Digital Systems Design	15	Autumn & Spring	6	EENG6730
EL676+	Digital Signal Processing and Control	15	Autumn & Spring	6	EENG6760

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Electronic and Communications Engineering with a Year in Industry      ELCOMENG-S:MENG**  
**Single Honours**

**STAGE 2 - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL560+	Microcomputer Engineering	15	Autumn & Spring	5	EENG5600
EL562	Computer Interfacing Group Project	15	Autumn & Spring	5	EENG5620
EL565+	Electronic Instrumentation and Measurement Systems	15	Autumn & Spring	5	EENG5650
EL566	Microwave Circuits and Electromagnetic Waves	15	Autumn	5	EENG5660
EL567+	Electronic and RF Circuit Design	15	Spring	5	EENG5670
EL568+	Digital Implementation	15	Autumn & Spring	5	EENG5680
EL569+	Signals and Systems	15	Autumn & Spring	5	EENG5690
EL570+	Communications Principles	15	Spring	5	EENG5700

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

**Electronic and Communications Engineering with a Year in Industry      ELCOMENG-S:MENG**  
**Single Honours**

**STAGE S - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
EL791*	Year in Industry (Industrial Assessment)	90	Autumn & Spring	5	EENG7910
EL792*	Year in Industry (Academic Assessment)	30	Autumn & Spring	5	EENG7920

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

## Electronic and Communications Engineering with a Year in Industry      ELCOMENG-S:MENG Single Honours

### STAGE 3 - 120 credits

You must take the following compulsory modules (90 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL600*	Project	45	Autumn & Spring	6	EENG6000
EL665	Communication Systems	15	Autumn & Spring	6	EENG6650
EL671	Product Development	15	Autumn & Spring	6	EENG6710
EL677	Digital Communication Systems	15	Autumn & Spring	6	EENG6770

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

PLUS TWO of the following 15 credit modules:

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL667+	Embedded Computer Systems	15	Autumn & Spring	6	EENG6670
EL673+	Digital Systems Design	15	Autumn & Spring	6	EENG6730
EL676+	Digital Signal Processing and Control	15	Autumn & Spring	6	EENG6760

+This module requires the coursework mark and the examination mark to be greater than or equal to 30%, as well as achieving the module pass mark, in order to obtain credit.

## Electronic and Communications Engineering with a Year in Industry      ELCOMENG-S:MENG Single Honours

### STAGE 4 - 120 credits

You must take the following compulsory modules (75 credits):

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
CB934	Strategy	15	Spring	7	BUSN9340
EL750	Systems Group Project	60	Autumn & Spring	7	EENG7500

PLUS THREE of the following optional modules (45 credits):

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
EL822	Data Networks and the Internet	15	Autumn	7	EENG8220
EL827	Advanced Communication Theory	15	Autumn	7	EENG8270
EL872	Wireless Communications	15	Spring	7	EENG8720
EL873	Advanced Networking Systems and Technology	15	Spring	7	EENG8730

**Multimedia Technology and Design  
Single Honours**

**MULTI/TECH:BSC**

**STAGE 2 - 120 credits**

**You must take the following compulsory modules (120 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL532</a>	Professional 3D and Compositing	30	Spring	5	<i>DIGM5320</i>
<a href="#">EL535</a>	Software Development	15	Autumn & Spring	5	<i>DIGM5350</i>
<a href="#">EL537</a>	Digital Portfolio	30	Autumn	5	<i>DIGM5370</i>
<a href="#">EL575</a>	Mobile Application Development	15	Autumn	5	<i>DIGM5750</i>
<a href="#">EL576</a>	2 <sup>nd</sup> Year Project	30	Spring & Summer	5	<i>DIGM5760</i>

**Multimedia Technology and Design  
Single Honours**

**MULTI/TECH:BSC**

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (90 credits):**

<b>Compulsory modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">EL636*</a>	Final Year Project	60	Autumn & Spring	6	<i>DIGM6360</i>
<a href="#">EL639</a>	Video Games Development	15	Autumn	6	<i>DIGM6390</i>
<a href="#">EL681</a>	Introduction to Virtual Reality	15	Autumn	6	<i>DIGM6810</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**PLUS 30 Credits from the following modules:**

<b>Optional modules:</b>	<b>MODULE TITLE</b>	<b>CREDIT AMOUNT</b>	<b>TERM TAUGHT</b>	<b>CREDIT LEVEL</b>	<b>Office Use Only</b>
<a href="#">CB302</a>	Managers and Organisations	15	Autumn	4	<i>BUSN3020</i>
<a href="#">EL638</a>	3D Computer Animation Pipeline	15	Autumn & Spring	6	<i>DIGM6380</i>
<a href="#">EL640‡</a>	Mobile Application Design	30	Autumn & Spring	6	<i>DIGM6400</i>
<a href="#">EL643</a>	Digital Futures	15	Autumn	6	<i>DIGM6430</i>
<a href="#">EL644</a>	HCI for Mobiles	15	Autumn	6	<i>DIGM6440</i>

‡ EL640 is only available to students who did not complete Stage 2 in 2017-18



**Multimedia Technology and Design with a Year in Industry  
Single Honours**

**MULTI/TECH-S:BSC**

**STAGE 2 - 120 credits**

**You must take the following compulsory modules (120 credits):**

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL532</a>	Professional 3D and Compositing	30	Spring	5	<i>DIGM5320</i>
<a href="#">EL535</a>	Software Development	15	Autumn & Spring	5	<i>DIGM5350</i>
<a href="#">EL537</a>	Digital Portfolio	30	Autumn	5	<i>DIGM5370</i>
<a href="#">EL575</a>	Mobile Application Development	15	Autumn	5	<i>DIGM5750</i>
<a href="#">EL576</a>	2 <sup>nd</sup> Year Project	30	Spring & Summer	5	<i>DIGM5760</i>

**Multimedia Technology and Design with a Year in Industry  
Single Honours**

**MULTI/TECH-S:BSC**

**STAGE S - 120 credits**

**You must take the following compulsory modules (120 credits):**

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL791*</a>	Year in Industry (Industrial Assessment)	90	Autumn & Spring	5	<i>EENG7910</i>
<a href="#">EL792*</a>	Year in Industry (Academic Assessment)	30	Autumn & Spring	5	<i>EENG7920</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**Multimedia Technology and Design with a Year in Industry  
Single Honours**

**MULTI/TECH-S:BSC**

**STAGE 3 - 120 credits**

**You must take the following compulsory modules (90 credits):**

Compulsory modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">EL636*</a>	Final Year Project	60	Autumn & Spring	6	<i>DIGM6360</i>
<a href="#">EL639</a>	Video Games Development	15	Autumn	6	<i>DIGM6390</i>
<a href="#">EL681</a>	Introduction to Virtual Reality	15	Autumn	6	<i>DIGM6810</i>

\*Failure to attain the learning outcomes in this module may not be compensated or condoned.

**PLUS 30 Credits from the following modules:**

Optional modules:	MODULE TITLE	CREDIT AMOUNT	TERM TAUGHT	CREDIT LEVEL	Office Use Only
<a href="#">CB302</a>	Managers and Organisations	15	Autumn	4	<i>BUSN3020</i>
<a href="#">EL638</a>	3D Computer Animation Pipeline	15	Autumn & Spring	6	<i>DIGM6380</i>
<a href="#">EL640‡</a>	Mobile Application Design	30	Autumn & Spring	6	<i>DIGM6400</i>
<a href="#">EL643</a>	Digital Futures	15	Autumn	6	<i>DIGM6430</i>
<a href="#">EL644</a>	HCI for Mobiles	15	Autumn	6	<i>DIGM6440</i>

‡ EL640 is only available to students who did not complete Stage 2 in 2017-18