

PROGRAMME SPECIFICATION

This document describes the **Honours Degree programmes in BA/BSc Digital Media, Culture and Technology**. This specification is valid for new entrants from **September 2017**.

The aims of the Honours Degree programme in BA Digital Media, Culture and Technology are:

- to foster intellectual enquiry into Digital Media, Culture and Technology, meeting the general requirements of the QAA subject benchmarking statements in the development of knowledge, understanding, and discipline-specific key skills in both media and computer science;
- to provide a flexible and progressive structure in which students are able to gain knowledge and understanding of theory and practice in Digital Media, Culture and Technology and to explore the relationships between media and computer science;
- to offer courses in which the teaching of theory and practice in Digital Media, Culture and Technology is informed by research activity and professional expertise;
- to develop an understanding of professional and ethical issues involved in the deployment of computer technology and a range of digital media platforms; and
- to produce graduates who can confidently apply both creative and conceptual skills, whether in the communication or information technology industries or in the wider world of work or further learning, to contribute to the national and international community.

The aims of the Honours Degree programme in BSc Digital Media, Culture and Technology:

- to foster intellectual enquiry into Digital Media, Culture and Technology, meeting the general requirements of the subject benchmarking statements in the development of knowledge, understanding, and discipline-specific key skills in both media and computer science;
- to provide a flexible and progressive structure in which students are able to gain knowledge and understanding of theory and practice in Digital Media, Culture and Technology and to explore the relationships between media and computer science;
- to offer courses in which the teaching of theory and practice in Digital Media, Culture and Technology is informed by research activity and professional expertise;
- to develop an understanding of professional and ethical issues involved in the deployment of computer technology and a range of digital media platforms;
- to produce graduates who can confidently apply both creative and conceptual skills, whether in the communication or information technology industries or in the wider world of work or further learning, to contribute to the national and international community; and
- to produce graduates with a range of personal attributes relevant to the world beyond higher education, including information retrieval and use, numeracy, the ability to devise and present logical arguments to support and inform actions, and organizational skills.

The programme is delivered full-time in three stages, each of which comprises one year of full-time study during which the student must follow courses to the value of four units (one unit is equivalent to 30 national credits). It is characterised by its progressive structure, which allows for increasing specialisation through the programme. In the first year the programme is taught three quarters in Media Arts and one quarter in Computer Science and offers a basis in digital and social media platforms, an understanding of its history and theory and how to make and edit audio-visual content. Students will also gain a basic grounding in authoring computer code.

Students are initially registered on the Bachelor of Arts pathway for first year. After the foundational first year students have the opportunity to choose between a Bachelor of Arts (BA) pathway and a Bachelor of Science (BSc) pathway. The BSc pathway focuses on media content creation and creative audio-visual production for digital

platforms. On the BA pathway students' studies are split approximately 75/25 between Media Arts and Computer Science, depending on optional courses chosen during Stages 2 and 3. The BSc pathway provides greater focus on devising, specifying, designing, implementing, testing and critically evaluating computer-based system. On the BSc pathway, students' studies are split approximately 50/50 between Media Arts and Computer Science. The choice between pathways is largely driven by the student and discussion with their Personal Tutor, but the BSc pathway requires a passing grade of 60% or higher in CS1803.

Through options in Media Arts and Computer Science (and other departments in the College) in subsequent years, students are able to develop and pursue their individual creative and intellectual interests.

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This document provides a summary of the main features of the programme(s), and of the outcomes which a student might reasonably be expected to achieve if full advantage is taken of the learning opportunities provided. Further information is contained in the College prospectus, the College Regulations and in various handbooks issued to students upon arrival. Whilst Royal Holloway keeps all its information for prospective applicants and students under review, programmes and the availability of individual courses are necessarily subject to change at any time, and prospective applicants are therefore advised to seek confirmation of any factors which might affect their decision to follow a specific programme. In turn, Royal Holloway will inform applicants and students as soon as is practicable of any substantial changes which might affect their studies.

BA Digital Media, Culture and Technology Learning outcomes

Teaching and learning in the programmes are closely informed by the active research of staff, particularly in the areas of: film and television drama, screenwriting, contemporary media art, documentary and multi-platform content creation, digital culture, processes of media signification and their relationship to subjectivity, theories of contemporary media production and computer learning, information security, compiler algorithm design and analysis, languages and computer architectures, combinatorial algorithms and complexity, and bioinformatics. The programmes provide opportunities for students to develop and demonstrate knowledge of both core subject material and specialised research areas. In general terms, the programmes provide opportunities for students to develop and demonstrate the following learning outcomes:

Knowledge and understanding

- understanding and ability to apply theories of meaning and communication in audio-visual, digital and social media;
- competence in the interpretation of existing audio-visual texts and the creation of new texts, particularly how they relate to digital platforms;
- knowledge of selected cinema, television and digital media traditions in Europe, Asia and North America;
- competence in independent thinking informed by appropriate critical theories of media and culture including digital culture, software studies, gender studies, psychoanalytic theory, cultural studies and postmodernism;
- creative understanding of audio-visual media informed by an awareness of art, cinema, television, software and multiplatform media
- practical skills in selected areas of media production including screenwriting, screen drama, documentary, digital media arts, film and television production;

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- practical skills in Computer science including coding in a range of forms and purposes, data visualisation and knowledge of the internet.
- knowledge and understanding of the essential facts, concepts, principles and theories relating to computing and computer application
- understanding of the professional, moral and ethical aspects of the use of computer-based systems, and ability to recognise any risks or safety aspects in a given context;
- knowledge of how computers are programmed and used; the functioning of the Internet and the World Wide Web; game development;
- collaborative competencies developed by working as part of a creative and/or software team;
- individual skills in devising and carrying out a specialised practical project involving digital media content creation; and
- assessing the role and significance of digital and social media in contemporary society and an ability to make informed contributions to debates about communication and public life.

Skills and other attributes

- engage critically with major thinkers, debates and intellectual paradigms within the field and put them to productive use;
- understand forms of communication, digital and social media and culture as they have developed historically, with reference to social, cultural and technological change;
- examine digital media forms critically with appropriate reference to social and cultural contexts and the diversity of contemporary society;
- analyse and interpret, and exercise critical judgement in the understanding of digital and social media forms and practices;
- develop substantive and detailed knowledge and understanding in selected areas of the field;
- consider and evaluate own work in a reflexive manner, with reference to academic and/or professional issues, debates and conventions;
- produce digital media representations which demonstrate the effective manipulation of sound, image and/or the written word;
- utilise effectively relevant technical concepts and theories;
- produce media texts showing competence in operational aspects of media production technologies, systems, techniques and professional practices in an online context;
- produce media texts which demonstrate an understanding of media forms and structures, audiences and specific communication registers;
- critically judge and evaluate information, critically interpreting both written and audio-visual texts;
- initiate, develop and realise distinctive and creative work within various forms of writing or of aural, visual, audio-visual or electronic media;
- experiment appropriately with forms, conventions, techniques and practices;
- assess the merits of contrasting theories, explanations and interpretations;
- analyse, problem-solving, decision-making;*
- plan and carry through creative practical projects;*
- manage time, personnel and resources effectively, by drawing on planning and organisational skills;*
- abstract and synthesise information;*
- develop a reasoned argument;*
- learn and study, taking responsibility for own learning, and developing habits of reflection on that learning;*
- written communication, verbal presentation and the formulation of arguments expressed cogently;*
- audio-visual media communication in selected forms and modes;
- flexibility and creativity in both independent and group contexts;*
- reflection and self-evaluation;*
- use of information technology;*
- information handling and retrieval (including the use of libraries and computer technology);*
- ability to work autonomously, and to demonstrate time management and organisational skills;*
- proficiencies in utilising selected media technologies;

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- information handling and retrieval: identifying, retrieving, synthesising and presenting information,
- investigating a wide range of sources;*
- interpersonal skills including listening, leadership, responding to others appropriately and contributing to a team.*

In addition, the programmes foster the development of a range of personal attributes that are important in the world of work, and that strengthen our graduates' abilities to engage in lifelong learning and contribute to the wider community.

These include: personal motivation; the ability to work autonomously and with others; creativity; self-awareness and self-management; empathy and insight; intellectual integrity; awareness of responsibility as a local, national and international citizen; interest in lifelong learning; flexibility and adaptability.

* transferable skills

BSc Digital Media, Culture and Technology Learning outcomes

Teaching and learning in the programmes are closely informed by the active research of staff, particularly in the areas of: film and television drama, screenwriting, contemporary media art, documentary and multi-platform content creation, digital culture, processes of media signification and their relationship to subjectivity, theories of contemporary media production and computer learning, information security, compiler algorithm design and analysis, languages and computer architectures, combinatorial algorithms and complexity, and bioinformatics. The programmes provide opportunities for students to develop and demonstrate knowledge of both core subject material and specialised research areas. In general terms, the programmes provide opportunities for students to develop and demonstrate the following learning outcomes:

Knowledge and understanding

- understanding and ability to apply theories of meaning and communication in audio-visual, digital and social media;
- competence in the interpretation of existing audio-visual texts and the creation of new texts, particularly how they relate to digital platforms;
- knowledge of selected cinema, television and digital media traditions in Europe, Asia and North America;
- competence in independent thinking informed by appropriate critical theories of media and culture including digital culture, software studies, gender studies, psychoanalytic theory, cultural studies and postmodernism;
- creative understanding of audio-visual media informed by an awareness of art, cinema, television, software and multiplatform media
- practical skills in selected areas of media production including screenwriting, screen drama, documentary, digital media arts, film and television production;
- practical skills in Computer science including coding in a range of forms and purposes, data visualisation and knowledge of the internet.
- comprehensive knowledge and understanding of the essential facts, concepts, principles and theories relating to computing and computer application
- understanding of the professional, moral and ethical aspects of the use of computer-based systems, and ability to recognise any risks or safety aspects in a given context;
- knowledge of how computers are programmed and used; the functioning of the Internet and the World Wide Web; game development;
- knowledge of the state-of-the-art in several topics such as information security, semantic web, digital sound and music, functional programming and advanced data communications;
- collaborative competencies developed by working as part of a creative and/or software team;
- individual skills in devising and carrying out a specialised practical project involving digital media content creation; and
- assessing the role and significance of digital and social media in contemporary society and an ability to make informed contributions to debates about communication and public life.

Skills and other attributes

- engage critically with major thinkers, debates and intellectual paradigms within the field and put them to productive use;
- understand forms of communication, digital and social media and culture as they have developed historically, with reference to social, cultural and technological change;
- examine digital media forms critically with appropriate reference to social and cultural contexts and the diversity of contemporary society;
- analyse and interpret, and exercise critical judgement in the understanding of digital and social media forms and practices;
- develop substantive and detailed knowledge and understanding in selected areas of the field;
- consider and evaluate own work in a reflexive manner, with reference to academic and/or professional issues, debates and conventions;
- produce digital media representations which demonstrate the effective manipulation of sound, image and/or the written word;
- utilise effectively relevant technical concepts and theories;
- produce media texts showing competence in operational aspects of media production technologies, systems, techniques and professional practices in an online context;
- produce media texts which demonstrate an understanding of media forms and structures, audiences and specific communication registers;
- critically judge and evaluate information, critically interpreting both written and audio-visual texts;
- initiate, develop and realise distinctive and creative work within various forms of writing or of aural, visual, audio-visual or electronic media;
- experiment appropriately with forms, conventions, techniques and practices;
- assess the merits of contrasting theories, explanations and interpretations;
- analyse, problem-solving, decision-making;*
- plan and carry through creative practical projects;*
- manage time, personnel and resources effectively, by drawing on planning and organisational skills;*
- abstract and synthesise information;*
- develop a reasoned argument;*
- learn and study, taking responsibility for own learning, and developing habits of reflection on that learning;*
- written communication, verbal presentation and the formulation of arguments expressed cogently;*
- audio-visual media communication in selected forms and modes;
- flexibility and creativity in both independent and group contexts;*
- reflection and self-evaluation;*
- use of information technology;*
- information handling and retrieval (including the use of libraries and computer technology);*
- ability to work autonomously, and to demonstrate time management and organisational skills;*
- proficiencies in utilising selected media technologies;
- information handling and retrieval: identifying, retrieving, synthesising and presenting information, investigating a wide range of sources;*
- interpersonal skills including listening, leadership, responding to others appropriately and contributing to a team.*

In addition, the programmes foster the development of a range of personal attributes that are important in the world of work, and that strengthen our graduates' abilities to engage in lifelong learning and contribute to the wider community.

These include: personal motivation; the ability to work autonomously and with others; creativity; self-awareness and self-management; empathy and insight; intellectual integrity; awareness of responsibility as a local, national and international citizen; interest in lifelong learning; flexibility and adaptability.

* transferable skills

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Teaching, learning and assessment

Teaching and learning is mostly by means of lectures, seminars, small-group tutorials, practical workshops, problem classes, supervised computing laboratory work, media practice including location work, group work, guided independent research, and guided independent study. All students are expected to meet basic standards in information technology, training for which is provided by the College Computer Centre.

Assessment is by formal examinations (seen and unseen), coursework essays, project reports, practical exercises, papers on practical work, oral presentations and a project. Transferable skills are also inherently assessed through the assignments, reports and oral presentations. Feedback is provided on students' performance in coursework, both assessed and non-assessed, and during tutorial and practical sessions.

Media Arts and Computer Science do operate in different modes of assessment, with the former providing a greater emphasis on creative practical course work and critical written coursework, whereas Computer Science has a stronger emphasis on examination.

Full details of the assessments for individual courses can be obtained from the Departments.

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Details of the programme structure(s)

Please note that not all optional courses run each year. A full list of optional courses for the current academic year can be obtained from the Departments.

BA Digital Media, Culture and Technology Pathway

STAGE ONE

Course Code	Course Name	Course unit credit value
MA1800	Introduction to digital media 1	30
MA1801	Introduction to digital media 2	30
MA1051	Film, television and digital histories	30
CS1803	Introduction to programming	15
CS1831	Computing laboratory (Games)	15

STAGE TWO:

Students take mandatory course units in Media Arts to the value of 45 credits and mandatory course units in Computer Science to the value of 15 credits. Students take optional course units in Media Arts up to the value of 60 credits and optional course units up to the value of 15 credit units in Computer Science.

Course Code	Course Name	Course unit credit value
Mandatory Course Units		
MA2800	Digital Media, Culture and Technology	30
MA2801	Digital Aesthetics	15
CS2845	Data visualisation and analytics	15
Optional course units from Media Arts		
MA2004	Screen Documentary	30
MA2005	Screenwriting	30
MA2006	Producing Film and Television	30
MA2020	Contemporary Media Art	30

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MA2051	Women's Cinema	15
MA2064	Television Genre	15
MA2065	Modern European Cinema	15
MA2066	Post Classical Hollywood	15
MA2072	The Cultures of Celebrity	15
MA2076	Contemporary Chinese Cinema	15
MA2077	Beyond Bollywood: Indian Cinema in a Transnational Frame	15
MA2078	Right of reply: Autobiography and Poetry in American underground film, 1945-2005	15
The above list of optional course lists is indicative and subject to change as noted in student handbook.		
Optional course units from Computer Science		
CS2846	Human-Computer Interaction	15

STAGE THREE:

Students take mandatory course units in Media Arts to the value of 60 credits and are required to take course units in Computer Science to the value of 15 credits. Students take a minimum of optional course units to the value of 30 credits in Media Arts and a maximum of course units in Computer Science to the value of 15 credits.

Course Code	Course Name	Course unit credit value
Mandatory Course Units		
MA3801	Advanced Digital Media, Culture and Technology	30
MA3811	Advanced Digital Media, Culture and Technology – Project	30
Optional Course Units from Media Arts		
MA3005	Screenwriting	30
MA3064	Television Histories	15
MA3071	Contemporary British Cinema 1	15
MA3171	Contemporary British Cinema 2	15
MA3074	Cinephelia	15
MA3076	Transnational Cinemas 1	15
MA3176	Transnational Cinemas 2	15
MA3082	360° Cinema	15
The above list of optional course lists is indicative and subject to change as noted in student handbook.		
Optional Course Units from Computer Science		
CS3811	Team Project in HCI	15

BSc Digital Media, Culture and Technology Pathway

STAGE ONE

Course Code	Course Name	Course unit credit value
MA1800	Introduction to digital media 1	30
MA1801	Introduction to digital media 2	30
MA1051	Film, television and digital histories	30
CS1803	Introduction to programming	15
CS1831	Computing laboratory (Games)	15

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STAGE TWO:

Students take 30 core credit units in Media Arts and 45 credits in core Computer Science courses. Students take 15 credit units in Media Arts option courses and 30 credit units in Computer Science option courses.

Course Code	Course Name	Course unit credit value
Mandatory Course Units		
MA2800	Digital Media, Culture and Technology	30
CS2841	Internet services	15
CS2845	Data visualisation and analytics	15
CS2865	Mathematical structures	15
Optional Course Units from Media Arts		
MA2090	Creative Industries	15
MA2051	Women's Cinema	15
MA2064	Television Genre	15
MA2065	Modern European Cinema	15
MA2066	Post Classical Hollywood	15
MA2072	The Cultures of Celebrity	15
MA2076	Contemporary Chinese Cinema	15
MA2077	Beyond Bollywood: Indian Cinema in a Transnational Frame	15
MA2078	Right of reply: Autobiography and Poetry in American underground film, 1945-2005	15
MA2801	Digital Aesthetics	15
The above list of optional course lists is indicative and subject to change as noted in student handbook.		
Optional Course Units from Computer Science		
CS2846	Human Computer Interaction	15
IY2760	Introduction to Information Security	15
CS2890	Software Design	15

STAGE THREE:

Students take mandatory course units 60 core credit units in Media Arts and optional courses to the value of 60 credits in Computer Science.

Course Code	Course Name	Course unit credit value
Mandatory Course Units		
MA3801	Advanced Digital Media, Culture and Technology	30
MA3811	Advanced Digital Media, Culture and Technology – Project	30
Optional Course Units		
CS3580	Advanced data communications	15
CS3945	Semantic web	15
CS3220	Fundamentals of digital sound and music	15
CS3510	Functional programming and applications	15
CS3760	Information security *	15
CS3811	Team project in HCI	15

* cannot be taken by students who took IY2760

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Progression and award requirements

The progression and award requirements are essentially the same across all Honours Degree programmes at Royal Holloway as outlined in the College's Undergraduate Regulations. Students must pass units to the value of at least three units on each stage of the programme. Failing marks of 30 – 39% can normally be condoned in up to 30 credits across stages 1 and 2. In the final stage failing marks in up to 30 credits can be condoned. However, on some programmes there may be a requirement to pass specific courses in order to progress to the next stage or to qualify for a particular degree title and this will put restrictions on courses in which failing marks can be condoned (see programme structure above for details).

Students are considered for the award and classified on the basis of a weighted average. This is calculated from marks gained in courses taken in stages two and three, and gives twice the weighting to marks gained in stage three.

All first year students on single, joint or combined honours programmes offered all or in part by departments or schools in the Faculty of Arts & Social Science are required to pass a Moodle-based writing skills quiz in order to progress into the second year of study. The pass mark for the test is 60%. Certificates of Distinction are awarded to students who achieve at least 80% in the quiz. Students may attempt the quiz as often as they wish with no penalties or capping. Students who meet the requirements for progression as stipulated in the College's Undergraduate Regulations (Section: Conditions for progression to the next stage) but fail to pass the Moodle-based quiz will not be permitted to progress into their second year of academic study at the College.

For further details on progression and award requirements please see the College's Undergraduate Regulations.

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Student support and guidance

- Personal Tutor (PA): All students are allocated a Personal Tutor who meets with them regularly through the programme. The Tutor's role is to advise on academic, pastoral and welfare issues.
- All BA Digital Media, Culture and Technology students will be assigned a PA from the Media Arts department.
- All BSc Digital Media, Culture and Technology students will be assigned a PA from Computer Science. In the first year of your degree, prior to pathways being chosen, students will be allocated a PA from Media Arts.
- The Programme co-ordinator provides a back-up system of academic, pastoral and welfare advice. The BA and BSc have individual programme leaders, representing both departments.
- All staff available and accessible through dedicated office hour's system. Initial contact should be arranged via email or departmental office.
- Induction sessions are run at the start of each academic year by technical support staff on the use of the departmental computing systems.
- Technical back up is provided by the systems support staff for problems with using the departmental computing system.
- Students have 24 hour access to dedicated Departmental editing and digital production facilities, camera equipment, television studio, sound studio.
- Extensive supporting materials and learning resources are available in the Student Handbook, Individual Course Moodle pages, College libraries and the Computer Centre.
- Careers advice is provided by the College Careers and Employability Service and the Departmental Careers and Employability Service liaison officer.
- Students have access to all College and University support services, including Student Counselling Service, Health Centre and the Disability & Dyslexia Services for students with special needs.
- Students have representation on the Student-Staff Committee.

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Admission requirements

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Details of the Department's typical offer for each programme of study is available on the [Course Finder](#) web page. However, the Department also has flexibility in its admissions and offers policy and strongly encourages applications from non-standard applicants. Students whose first language is not English may also be asked for a qualification in English Language at an appropriate level. For further guidance it may be helpful to contact the [Recruitment and Partnerships Office](#).

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Further learning and career opportunities

Both the Computer Science and Media Arts Department have excellent employability records, with the Media Arts department ranked in the [top three](#) for career prospects among our main competitors. The College is superbly located, being convenient for both London, with its plethora of media opportunities, and the M4 corridor. With direct links to London's [Silicon Roundabout](#) and seminars agreed with Google along with top advertising and creative storytelling executives, the new BA/BSc Digital Communications offers exciting new opportunities in an increasingly digital media industry.

The European Union has said that in the future 90% of jobs will require some level of [digital skills](#). The unique combination of digital and social media skills, understanding of coding, and conceptual and historical knowledge will make our Digital Media, Culture and Technologies graduates eminently employable in a rapidly expanding field. Students will gain an understanding of audio-visual storytelling and how to lift the lid on the digital platforms upon which those stories now increasingly sit, harnessing the power of algorithm and code to enhance their creative prowess.

[Alumni from the Media Arts Department's BA in Film TV and Digital Production](#) (and its predecessor the BA in Media Arts) are already working in key areas of Digital Media, Culture and Technology, in a wide range of roles- from creating online content for Dr Who, working in digital marketing and brand management or specializing in Search Engine Optimisation.

Digital Media, Culture and Technologies students will benefit from the excellent links with industry the Computer Science and Media Arts departments have with industry. The Department of Computer Science organizes events that bring professionals to the University to recruit students or give seminars where they share their professional experience, and has a dedicated Careers Tutor who provides mentoring and support for students. Students will also have access to the Careers Department Microplacement scheme, ([Awarded the 2014 Best Single Initiative from the Association of Graduate Recruiters.](#))

Our students are encouraged to be proactive. Many take advantage of the opportunity to expand their knowledge outside the course whether working on their own projects, (supported through the [College Passport scheme](#)), or through student media outlets like [Insanity Radio](#), [Rhubarb TV](#), or [The Orbital](#). They can also join the student [Computing Society](#) (winner of the Society of the Year 2014/15 award and the Skills and Employability Cup 2014/15 award), which organizes technical and social events to widen student's knowledge and skills.

No other field is changing as rapidly as the world of digital and social media. With their combination of media and coding skills, as well as an entrepreneurial attitude, students will be equipped to excel as employees in all kinds of roles. Our graduates will also be able to change and develop as the industry continues to expand. We expect them to be finding new ways of using digital and social media in ways that we haven't dreamed of yet. They will be in an ideal position to help shape the future.

Details of recent graduates' career destinations and profiles are available on the departmental websites:
<https://www.royalholloway.ac.uk/mediaarts/yourfuturecareer/home.aspx>
<https://www.royalholloway.ac.uk/computerscience/yourfuturecareer/home.aspx>

Further opportunities for learning are also available via the department homepages:
<https://www.royalholloway.ac.uk/mediaarts/prospectivestudents/postgraduatetaught/home.aspx>

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Indicators of quality and standards

Royal Holloway's position as one of the UK's leading research-intensive institutions was confirmed by the results of the most recent Research Excellence Framework (REF 2014) conducted by the Higher Education Funding Council (HEFCE). The scoring system for the REF 2014 measures research quality in four categories, with the top score of 4* indicating quality that is world-leading and of the highest standards in terms of originality, significance and rigour and 3* indicating research that is internationally excellent. 81% of the College's research profile was deemed to be within the 4* or 3* categories, an increase of over 20% since 2008. This result placed Royal Holloway 31st overall in the UK for 4* and 3* research and 33rd based on an overall Grade Point Average (GPA) score.

The Department of Media Arts is ranked 8th in the UK for research for 4* research. Staff are leading writers in their academic fields, and several maintain professional media careers as directors and screenwriters. Staff are frequently called upon to serve on national bodies including the HEFCE, AHRC, Skillset, UK Film Council and BFI advisory committees etc.

The Department of Computer Science was ranked 22nd in the UK for research of 4* standard and 21st for 3* and 4* research out of 89 Computer Science departments. The Department holds an Athena SWAN Bronze award, being one of only seven in the country to have this honour. The Department has world leading researchers in algorithms and complexity, bioinformatics, distributed and global computing, machine learning, software language engineering and type theory. The theories we develop lead to the design and building of novel practical computing systems, and their application in the real world. This is an essential element in validating our theories. It also generates opportunities for collaboration with industry and other institutions.

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List of programmes

The programmes are taught entirely by staff at Royal Holloway, University of London, and leads to awards of the University of London. The programmes are not subject to accreditation by a professional body. The QAA subject benchmark statement that pertains to the BA pathway is in Communication, Media, Film and Cultural Studies and describes the general features which one might expect from Honours Degree programmes in the subject, and can therefore be used as a point of reference when reading this document (see www.qaa.ac.uk). UCAS codes are given in parentheses (see www.ucas.ac.uk).

The QAA subject benchmark statement that pertains to the BSc pathway is in Computer Science and describes the general features which one might expect from Honours Degree programmes in the subject, and can therefore be used as a point of reference when reading this document (see www.qaa.ac.uk). UCAS codes are given in parentheses (see www.ucas.ac.uk).

Single Honours Degree programmes in Digital Media, Culture and Technology

BA Digital Media, Culture and Technology (P300)
(JACS Codes: P300, W600, I100)

BSc Digital Media, Culture and Technology (P304)
(JACS Codes: P300, W600, I100)

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