

MCAST PROGRAMMES - PUBLIC INFORMATION TEMPLATE (FULL TIME)

Institute	Institute for the Creative Arts
Department	-

Programme Title	Bachelor of Arts (Honours) in Game Art				
Course Code <i>To be filled in by Admissions Dept.</i>	CA6-O03-23		If the programme includes a WBL element, How is it accredited?		Not Applicable, does not include WBL
MQF/ EQF Level	Level 6	Type <i>(refer to Appendix 1 for Parameters)</i>	Qualification	Awarding Body	MCAST – Malta College of Arts, Science and Technology
Accreditation Status		Accredited via MCAST's Self Accreditation Process (MCAST holds Self-Accrediting Status as per 1st schedule of Legal Notice 296/2012)			
Mode of Delivery	Face to Face	Duration <i>(Academic Years or Semesters)</i>	3 Years	Mode of Attendance	Full-Time
Total Number of Credits	180 credits	Total Learning Hours <i>(25 Total Learning Hours for each ECTS)</i>		4500 hours	
Target Audience	Ages 16 - 65	Target Group <i>(the type of learners that the educational institution anticipates joining this programme)</i>	-		
Programme Fees	There are no fees applicable to Maltese and other EU Nationals (as will be evidenced by their Identity Document) Fees apply for other International Applicants... for fee information and any related updates it is best to communicate with MG2i International through applyinternational@mcast.edu.mt One may consider checking about possible eligibility or otherwise for any exemption from fees by contacting the relevant section within MEYR (Floriana) – or visit the servizz.gov.mt website here				
Date of Next Student Intake	For further information regarding upcoming student intake and applications time windows for same kindly click here				
Language of Instruction	The official language of instruction at MCAST is English. All notes and textbooks are in English (except for language courses, which will be in the respective language being instructed). International candidates will be requested to meet English language certification requirements for access to the course.				
Application Method	Applications to full-time courses are received online via the College Management Information System. Applicants can log-in using Maltese Electronic ID (eID) in order to access the MCAST Admissions Portal directly and create one's own student account with the identity being verified electronically via this secure service. Non-EID applicants need to request account creation though an online form after that they confirm that their local Identification Document does not come with an EID entitlement. . Once the identity is verified and the account is created on behalf of the applicant, one may proceed with the online application according to the same instructions applicable to all other applicants.				

	<p>For more information about how to apply online for a course at MCAST, please visit: https://mcast.edu.mt/how-to-apply-online-2/</p>
Information for Non-EU Citizens	<p>Non-EU candidates require a study visa in order to travel to Malta and join the course applied for (on a Full Time delivery mode). For further information re study-visa please access https://www.identitymalta.com/unit/central-visa-unit/.</p> <p>Further information International / TCN applicants should take note of before requesting to being considered for a programme of studies at MCAST, can be obtained through the respective FAQ found on https://mcast.edu.mt/important-information/</p>
IMPORTANT note to Non-EU Nationals / TCNs	<p>In instances where a TCN is applying for an MCAST programme of studies which includes Apprenticeship / Placement / Internship, it is the applicant's responsibility to check with the relevant Maltese Authority whether one would be eligible to have the necessary permits to be able to carry out the accredited Apprenticeship / Placement / Internship, success from which is expected in order to be able to successfully complete the selected programme of studies. Further information can also be obtained through the respective FAQ found on:</p> <p>https://mcast.edu.mt/important-information/</p>
Address where the Programme will be Delivered	<p><i>MCAST has four campuses as follows:</i></p> <p>MCAST Main Campus Triq Kordin, Paola, Malta</p> <p><i>All courses except for courses delivered by the Institute for the Creative Arts, the Centre of Agriculture, Aquatics and Animal Sciences and the Gozo Campus are offered at the Main Campus address (above).</i></p> <p><i>Courses delivered by the Institute for the Creative Arts, the Centre of Agriculture, Aquatics and Animal Sciences, or the Gozo Campus, are offered in one of the following addresses as applicable:</i></p> <p>Institute for the Creative Arts Mosta Campus Misraħ Ġhonoq Tarġa Gap, Mosta</p> <p>Institute of Applied Sciences Centre of Agriculture, Aquatics and Animal Sciences, Luqa Road, Qormi</p> <p>Gozo Campus J.F. De Chambray Street MCAST, Ġhajnsielem Gozo</p> <p><i>In the case of courses delivered via Online Learning, students will be following the programme from their preferred location/address.</i></p> <p><i>Programmes delivered via Blended Learning, and which therefore contain both an online and a face to face component shall be delivered as follows:</i></p> <ul style="list-style-type: none"> ○ Face to Face components – as per above address instructions ○ Online components – from the student's preferred address.

Course Description <i>(Refer to Programme Specification)</i>	<p>This degree programme has been developed in response to the increased demand for trained artists and designers who are able to produce visual concepts and assets for digital games. Learners will acquire grounding in essential art and design principles as well as basic knowledge in game creation using industry-standard software. They will continuously reinforce applied skills while relating relevant theories in game and visual design, storytelling, and IP development. In their final year of studies, learners will be able to team up with students from the Interactive Digital Media programme to create functional video games.</p>
Deskrizzjoni tal-Kors <i>(Refer to Programme Specification)</i>	<p>Dan il-programm fil-livell ta' baċcellerat ġie żviluppat minhabba d-domanda kbira għal artisti u disinjaturi m'harrġa li huma kapaċi jipproduċu kunċetti viżwali għal-logħob diġitali. L-istudenti se jakkwistaw ħiliet fl-arti u l-prinċipji tad-disinn, kif ukoll għarfien bażiku fil-ħolqien tal-logħob bl-użu ta' software li jintuża fl-industrija. Huma ser isaħħu kontinwament il-ħiliet applikati u jsiru jafu it-teoriji rilevanti fid-disinn tal-logħob, ir-rakkont tal-istejjer, u l-iżvilupp tal-IP. Fl-aħħar sena ta' studji tagħhom, l-istudenti jkunu jistgħu jingħaqdu ma' studenti mill-programm Interactive Digital Media biex joħolqu video game funzjonali.</p>
Career Opportunities:	<p>Digital Visual Artist, Storyboard Artist, Texture Artist, Concept Artist, 3D Artist, 3D Rigger, 3D Modeller</p>
Entry Requirements <i>(Refer to Prospectus / Course Page on MCAST website)</i>	<p>Internal Progression Route... MCAST Advanced Diploma in Digital Design or MCAST Advanced Diploma in Art and Design</p> <p>OR</p> <p>2 A-Level passes and 2 I-Level passes <u>Compulsory</u> A-Level: Art</p> <p>Applicants may be asked to sit for an Interview and/or present their Portfolio.</p>
Other Notes related to this Programme, and which are to be taken note of	<p>Full MQF Level 4 Qualifications awarded by the Malta School of Art can be submitted as part of the required documents uploaded at point of application for this programme of studies, and will be reviewed accordingly with a view of considering, or otherwise, eligibility.</p> <p>Any possible alternative qualifications (local and European) which may be presented instead of the above clearly set compulsory subject, must very clearly be evidenced / documented as being equivalent to the set compulsory subjects in terms of Level, volume (in credits), and Content coverage. It will not be possible to consider variances, given the expected preparation and foundations in possession of the applicant asking to be considered for this MQF Level 6 Degree programme of studies.</p>
Programme Learning Outcomes <i>(Refer to Programme Specification)</i>	<p>At the end of the programme the learner will be able to:</p> <ol style="list-style-type: none"> 1. Develop and prepare 2D and 3D assets for use in a game. 2. Identify game aesthetics and the role it plays within the pipeline of building a game. 3. Work to a broad range of game design briefs within different contexts. 4. Apply traditional and digital art principles and methods to game design briefs.
Teaching, Learning and Assessment Procedures	<p>The programmes offered are vocational in nature and entail both theoretical lectures delivered in classes as well as practical elements that are delivered in laboratories, workshops, salons, simulators as the module requirements dictate.</p>

	<p>Each module or unit entails a number of in person and/or online contact learning hours that are delivered by the lecturer or tutor directly (See also section 'Total Learning Hours').</p> <p>Access to all resources is provided to all registered students. These include study resources in paper or electronic format through the Library and Resource Centre as well as tools, software, equipment and machinery that are provided by the respective institutes depending on the requirements of the course or module.</p> <p>Students may however be required to provide consumable material for use during practical sessions and projects unless these are explicitly provided by the College.</p> <p>All Units of study are assessed throughout the academic year through continuous assessment using a variety of assessment tools. Coursework tasks are exclusively based on the Learning Outcomes and Grading Criteria as prescribed in the course specification. The Learning Outcomes and Grading Criteria are communicated to the Student via the coursework documentation.</p> <p>The method of assessment shall reflect the Level, credit points (ECTS) and the schedule of time-tabled/non-timetabled hours of learning of each study unit. A variety of assessment instruments, not solely Time Constrained Assignments/Exams, are used to gather and interpret evidence of Student competence toward pre-established grading criteria that are aligned to the learning outcomes of each unit of the programme of study.</p> <p>Grading criteria are assessed through a number of tasks, each task being assigned a number of marks. The number of grading criteria is included in the respective Programme Specification.</p> <p>The distribution of marks and assessment mode depends on the nature and objectives of the unit in question.</p> <p>Coursework shall normally be completed during the semester in which the Unit is delivered.</p> <p>Time-constrained assignments may be held between 8 am and 8 pm during the delivery period of a Unit, or at the end of the semester in which the Unit is completed. The dates are notified and published on the Institute notice boards or through other means of communication.</p> <p>Certain circumstances (such as but not limited to the COVID-19 pandemic) may lead Institutes and Centres to hold teaching and assessment remotely (online) as per MCAST QA Policy and Standard for Online Teaching, Learning and Assessment (Doc 020) available via link https://www.mcast.edu.mt/college-documents/</p> <p>The Programme Regulations pertaining to this Programme's MQF/EQF level available at: link https://www.mcast.edu.mt/college-documents/, apply.</p>
Grading System	<p>All MCAST programmes adopt a Learner-centred approach through the focus on Learning Outcomes. The assessment of MCAST programmes is criterion-referenced and thus assessors are required to assess learners' evidence against a pre-determined set of Learning Outcomes and Assessment Criteria.</p> <p>For a student to be deemed to have successfully passed a unit, a minimum of 50% (grade D) must be achieved.</p> <p>All full time units are individually graded as follows: A* (90-100)</p>

	<p>A (80-89) B (70-79) C (60-69) D (50-59) Unsatisfactory work is graded as 'U'.</p> <p>Work-based learning units (where applicable) are graded on a Pass/Fail basis only.</p> <p>Some units which follow industry standards and regulations may also be graded on a Pass/Fail basis as per programme regulations referred below.</p> <p>Detailed information regarding the grading system may be found in the Programme Regulations pertaining to this programme's MQF/EQF Level available at: https://www.mcast.edu.mt/college-documents/ (Refer to DOC 003, 004 and 005)</p>
Exit Point (where and as applicable)	<p>Where a student will not make it to the Final Certification achievable from this Programme of Studies (as per Programme Regulations), one might wish to look into Exit Point possibilities as may be applicable to this programme for studies. Further information, is available at https://www.mcast.edu.mt/college-documents/, kindly refer to <i>DOC 077 Procedure for the processing of Claims for Certificates at Interim Exit Points</i>.</p>
Contact details for Further Learning Opportunities	<p>The MCAST Career Guidance Team, offers the service of qualified and experienced Career Advisers who will be very willing to discuss with potential applicants the course which best achieves one's career ambitions, as well as exploring one's education route, or similar.</p> <p>MCAST Career Guidance Tel: 2398 7135/6 Email: career.guidance@mcast.edu.mt</p>
Regulatory Body/ Competent Authority Contact Details <i>(where applicable - in the case of a programme leading to Regulated Profession)</i>	Not Applicable

Programme Structure	Unit Code	Unit Title	ECTS	Year	Semester
	CAART-506-1507	Drawing I: Still Life & Landscape	6	1	1
	CAGMA-506-2222	Digital Painting	6	1	1
	CAART-506-1513	Drawing II: Anatomy	6	1	1
	CAGMA-506-2201	Fundamentals of Game Design	6	1	1
	CAGMA-506-2202	Contextual Studies in Representational Art	6	1	1
	CAGMA-506-2203	Cultural Studies in Game Art	6	1	2
	CAGMA-506-2204	Introduction to the Games Industry	6	1	2
	CAGMA-506-2205	3D Modelling Foundations	6	1	2



CAGMA-506-2206	Multi-disciplinary Story-telling & Narratives	6	1	2
CDKSK-503-2328	English for Academic Purposes	3	1	1
CDKSK-503-2330	Critical Thinking I	3	1	2
CAART-506-1515	Critical Studies & Research Methods	6	2	Year
CAGMA-506-2207	Concept Art I: Character & Props	6	2	1
CAGMA-503-2208	2D-Game Development I: Pre-production	3	2	1
CAGMA-506-2209	3D Texturing, Shading & Baking	6	2	1
CAGMA-506-2210	Concept Art II: Environment	6	2	2
CAGMA-503-2211	2D-Game Development II: Production	3	2	2
CAGMA-506-2212	3D Sculpting & Retopology	6	2	2
CDKSK-503-2331	Critical Thinking II	3	2	1
CDKSK-602-2335	Community Social Responsibility	2	2	2
CDKSK-604-2336	Entrepreneurship	4	2	2
CDKSK-503-2329	English for Dissertation Writing	3	2	2
Year 2 Elective Unit **		6	2	1/2
Year 2 Specialist Vocational Unit *		6	2	2
CAGMA-612-2215	Art Direction & IP Development	12	3	Year
CAGMA-606-2216	3D Lighting & Rendering	6	3	1
CACRM-606-2219	Personal Style & Self-Promotion	6	3	1
CAART-606-1633	Law & Ethics	6	3	2
Year 3 Elective Unit **		6	3	1/2
Year 3 Specialist Vocational Unit *		6	3	1/2
Year 3 Specialist Vocational Unit *		6	3	1/2
CADIS-612-1501	Dissertation	12	3	Year

* Specialist Vocational Units:

Unit Code	Unit Title	ECTS	Year	Semester
Year 2 Specialist Vocational Unit (to choose 1 from 2)				
CAGMA-506-2213	Drawing III: Non-human Anatomy	6	2	2
CAGMA-506-2214	Environment Art for Production	6	2	2
Year 3 Specialist Vocational Unit (to choose 2 from 5)				
CAGMA-606-2217	Weapons, Accessories & Clothing	6	3	1
CAGMA-606-2218	Character Detailing	6	3	2
CAGMA-606-2219	Advanced Illustration	6	3	2
CAGMA-606-2220	3D Performance & Optimisation	6	3	1
CAGMA-606-2221	Proceduralism in Digital Environments	6	3	2

**** Elective Units:**

Unit Code	Unit Title	ECTS	Year
Year 2 Elective Unit (to choose 1 from the following list of Electives)			
CAGMA-506-1507	2D Animation	6	2
CAPFM-506-1808	Acting I: Theory & Practice	6	2
CAAMT-506-1501	Animation for Communication	6	2
CAFOT-506-1610	Furniture and Interiors Photography	6	2
CAGMA-506-1506	Character Design	6	2
CACRM-506-2203	Cinematography	6	2
CAGDN-506-1509	Corporate Brand Creation & Communication	6	2
CAFOT-506-2205	Editing & Post-Processing I	6	2
CAFHN-506-1912	Fashion Accessories	6	2
CAFHN-506-1900	Fashion Drawing	6	2
CAART-506-1522	Fine Art Printing Techniques	6	2
CAGDN-506-1506	Grids & Composition	6	2
CAFHN-506-1904	Idea Generation & Development in Fashion	6	2
CAFOT-506-2203	Introduction to Studio Photography	6	2
CAGDN-506-1603	Lens Based Media	6	2
CAART-506-1517	Painting II	6	2
CAFHN-506-1901	Pattern Drafting I	6	2
CAJLM-506-1612	Pitch, Produce & Publish: Creating Modern Magazines	6	2
CAFOT-506-2204	Portraiture Photography I	6	2
CAMTS-506-1601	Properties of 3D Materials	6	2
CAGDN-506-1510	Prototyping & Testing Techniques	6	2
CAART-506-1636	Reading the Image	6	2
CACRM-506-2202	Screenwriting	6	2
CAART-506-1518	Sculpture II	6	2
CAIDM-506-2205	Sound and Image	6	2
CACRM-506-2205	Sound Design for the Moving Image	6	2
CAGDN-506-2302	Symbols & Visual Communication	6	2
CAIDM-506-2202	User Interface Design	6	2
CAWEB-506-1504	Introduction to User Interface and User Experience Design	6	2
CAIDM-506-2201	Website Development	6	2
Year 3 Elective Unit (to choose 1 from the following list of Electives)			
CAFHN-606-1916	Concept Design in Fashion	6	3

CAGDN-606-2201	Editorial Design & Publishing	6	3
CAIDM-606-2215	Technical Art for Development	6	3
CAIDM-606-2216	Marketing and Advertising	6	3
CAIDM-606-2217	Player Experience Design	6	3
CAJLM-606-1613	Journalism, Politics, Society & Institutional Set-up	6	3
CAJLM-606-1616	Free Speech & Censorship	6	3
CAFOT-606-1614	Fine Art Photography	6	3
CAFOT-606-2217	Fashion Photography	6	3

Allocation of Total Learning Hours (per Unit)	The total learning hours required for each unit or module are determined as follows:			
	Credits (ECTS)	Indicative contact hours ¹	Self-Learning and Assessment Hours ³	Total Student workload (hrs) ²
	1	5 – 10 hrs	20 - 15 hrs*	25 hrs
	2	10 – 20 hrs	40 - 30 hrs*	50 hrs
	3	15 – 30 hrs	60 - 45 hrs*	75 hrs
	4	20 – 40 hrs	80 - 60 hrs*	100 hrs
	6	30 – 60 hrs	120 - 90 hrs*	150 Hrs
	9	45 – 90 hrs	180 - 135 hrs*	225 hrs
	12	60 – 120 hrs	240 - 180 hrs*	300 hrs
<i>Note: The 'Self-Learning and Assessment Hours³' amount to the difference between the 'Indicative Contact Hours¹' and the 'Total Student Workload²'</i>				

APPENDIX 1

MINIMUM CREDITS FOR QUALIFICATIONS AT DIFFERENT LEVELS

MQF Level	Minimum ECTS Required for a Qualification*
8	
7	30
6	180
5	30
4	30
3	60
2	60
1	40

* Programmes assigned fewer ECTS than indicated will be classified as Awards.

Reference: Fig.1: p48, Malta Further and Higher Education Authority (MFHEA) (October 2024). Referencing Report, 5th Revised Edition.

APPENDIX 2

EXAMPLES OF QUALIFICATION TYPES AT A SPECIFIC MQF LEVEL

MQF Level	Examples of qualification types at a specific MQF level (The list in this column is not exhaustive)	Number of ECTS *
8	Doctoral Programmes:	
	PhD	N/A
	Professional Doctorate	180
7	Master's Degree	90
	Postgraduate Diploma	60
	Postgraduate Certificate	30
6	Bachelor's Degree	180
	Bachelor's Honours	240
5	Undergraduate Higher Diploma	90
	Undergraduate Diploma	60
	Undergraduate Certificate	30
	VET Level 5	60
4	Advanced Diploma	120
	Pre-Tertiary Certificate	30 - 60
	MATSEC Matriculation Certificate (Advanced and Intermediate)	N/A
	VET Level 4	120
3	Certificate	60
	MATSEC Secondary Education Certificate	N/A
	VET Level 3	60
2	Foundation Certificate	60
	MATSEC Secondary Education Certificate	N/A
	VET Level 2	60
1	Introductory Certificate	40
	VET Level 1	40

* Programmes assigned fewer ECTS than indicated will be classified as Awards.

Reference: Fig.2: p48, Malta Further and Higher Education Authority (MFHEA) (October 2024).
Referencing Report, 5th Revised Edition.