MCAST

MCAST PROGRAMMES - PUBLIC INFORMATION TEMPLATE (FULL TIME)

Institute	Institute of Information and Communication Technology
Department	-

Programme Title	Bachelor of Science (Honours) in Creative Computing				
Course Code *To be filled in by Admissions Dept.*	IT6-A03-23		**If the programme includes a WBL element, How is it accredited?**	Apprenticeship	
MQF/ EQF Level	Level 6	**Type** *(refer to Appendix 1 for Parameters)*	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** *(Academic Years or Semesters)*	3 Years	**Mode of Attendance**	Full-Time
Total Number of Credits	180 credits	**Total Learning Hours** *(25 Total Learning Hours for each ECTS)*	4500 hours		
Target Audience	Ages 16 - 65	**Target Group** *(the type of learners that the educational institution anticipates joining this programme)*	• Qualified Professional Developers interested in a career shift or in upgrading their skillset within the Digital Games Sector. • Students that have completed an Advanced Diploma at MCAST ICT in iGaming / Software Development / Multimedia Software Development. • Students in possession of Mathematical / Scientific / Programming qualifications at Advanced Level.		
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. For more information about how to apply online for a course at MCAST, please visit: https://mcast.edu.mt/how-to-apply-online-2/
Information for Non-EU Citizens	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/. 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/
IMPORTANT note to Non-EU Nationals / TCNs	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: https://mcast.edu.mt/important-information/
Address where the Programme will be Delivered	*MCAST has four campuses as follows:* **MCAST Main Campus** Triq Kordin, Paola, Malta *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).* *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:* **Institute for the Creative Arts** Mosta Campus Misraħ Għonoq Tarġa Gap, Mosta **Institute of Applied Sciences** Centre of Agriculture, Aquatics and Animal Sciences, Luqa Road, Qormi **Gozo Campus** J.F. De Chambray Street MCAST, Għajnsielem Gozo

	In the case of courses delivered via Online Learning, students will be following the programme from their preferred location/address. *Programmes delivered via Blended Learning, and which therefore contain both an online and a face to face component shall be delivered as follows:* ○ Face to Face components – as per above address instructions ○ Online components – from the student's preferred address.
Course Description *(Refer to Programme Specification)*	The degree in Creative Computing is tailored for learners who are passionate about developing cutting-edge, interactive software applications across a wide range of platforms. The comprehensive taught component covers a diverse array of skills, including front-end, UX/UI design principles, full-stack, cross-platform, and mobile app development. Learners will gain expertise in client-side and server-side technologies, as well as other areas like software development, audio/visual content creation, data organisation and persistence, machine learning, computer vision, web optimisation, utilisation of third-party tooling/libraries, and research methodologies. The work-based component of the programme provides invaluable, hands-on experience on realworld projects within an organisation. Finally, the research component in the form of a dissertation will give prospective graduates the opportunity to identify, investigate, and devise solutions for complex problems in their chosen field. The Creative Computing Degree programme is designed to help individuals excel in various fields and stay ahead of the curve and in line with front-end, full-stack , cross-platform and mobile apps development.
Deskrizzjoni tal-Kors *(Refer to Programme Specification)*	Il-programm fil-livell ta' baċellerat fil-Creative Computing huwa mfassal għal studenti li għandhom passjoni għall-iżvilupp ta' applikazzjonijiet ta' software interattivi fuq firxa wiesgħa ta' pjattaformi. It-tagħlim dettaljat ikopri firxa ta' ħiliet, inklużi l-frontend, prinċipji tad-disinn UX/UI, full-stack, cross-platform, u żvilupp ta' mobile apps. L-istudenti se jiksbu għarfien fuq aspetti minn naħa tal-klijent u min-naħa tat-teknoloġija, kif ukoll oqsma oħra bħall-iżvilupp tas-software, il-ħolqien ta' kontenut awdjo/viżiv, organizzazzjoni tad-data u persistenza, machine learning, viżjoni bil-kompjuter, ottimizzazzjoni tal-web, użu ta' għodda/libreriji ta' partijiet terzi, u metodoloġiji ta' riċerka.Il-komponent tal-programm ibbażat fuq ix-xogħol jipprovdi esperjenza imprezzabbli u prattika fuq proġetti fid-dinja tax-xogħol fi ħdan organizzazzjoni. Fl-aħħarnett, il-proġett tar-riċerka se jagħti lill-gradwati prospettivi l-opportunità li jidentifikaw, jinvestigaw u jfasslu soluzzjonijiet għal problemi kumplessi fil-qasam li jagħżlu. Il-programm Creative Computing huwa ddisinjat biex jgħin lill-individwi jikbru f'diversi oqsma u jkunu minn ta' quddiem filwaqt li jimxu mal-iżvilupp fil-qasam tal-front-end, full-stack, cross-platform u mobile apps.
Career Opportunities:	Full-Stack Developer, Front-End Developer. UX/UI Designer, Mobile App DeveloperUser Experience Researcher, Interaction Designer, User Interface Developer, Web Designer, Product Designer, Information Architect Usability Tester
Entry Requirements *(Refer to Prospectus / Course Page on MCAST website)*	Internal Progression Route…. MCAST Advanced Diploma in IT (iGaming or Software Development or Multimedia Software Development) OR 2 A-Level passes and 2 I-Level passes Compulsory A-Level: Computing

	AND Compulsory A-Level or I-Level: Mathematics (Pure or Applied) OR Physics
Other Notes related to this Programme, and which are to be taken note of	Information Technology at A or I Level (or similar) is not a substitute for the Compulsory Subject/s as shown in the Entry Requirements for this degree programme.
Programme Learning Outcomes *(Refer to Programme Specification)*	At the end of the programme the learner will be able to: 1. Recognise the theoretical and conceptual underpinnings of Design. 2. Apply the acquired knowledge in real-world prototypes. 3. Produce a solid Portfolio that is relevant to Front-End / Full-Stack / Mobile Apps development companies. 4. Carry out work-based learning within the local ICT Industry.
Teaching, Learning and Assessment Procedures	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. 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). 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. Students may however be required to provide consumable material for use during practical sessions and projects unless these are explicitly provided by the College. 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. 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. 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. The distribution of marks and assessment mode depends on the nature and objectives of the unit in question. Coursework shall normally be completed during the semester in which the Unit is delivered. 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. 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/ The Programme Regulations pertaining to this Programme's MQF/EQF level available at: link https://www.mcast.edu.mt/college-documents/, apply.
Grading System	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. For a student to be deemed to have successfully passed a unit, a minimum of 50% (grade D) must be achieved. All full time units are individually graded as follows: A* (90-100) A (80-89) B (70-79) C (60-69) D (50-59) Unsatisfactory work is graded as 'U'. Work-based learning units (where applicable) are graded on a Pass/Fail basis only. Some units which follow industry standards and regulations may also be graded on a Pass/Fail basis as per programme regulations referred below. 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)
Exit Point (where and as applicable)	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 *DOC 077 Procedure for the processing of Claims for Certificates at Interim Exit Points.*
Contact details for Further Learning Opportunities	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. **MCAST Career Guidance** Tel: 2398 7135/6 Email: career.guidance@mcast.edu.mt
Regulatory Body/ Competent Authority Contact Details *(where applicable - in the case of a programme leading to Regulated Profession)*	Not Applicable

Programme Structure	Unit Code	Unit Title	ECTS	Year	Semester
	ITMSD-506-2305	UX Design 1	6	1	1
	ITMMD-506-2001	Object Oriented Programming	6	1	1
	ITMSD-503-2307	Physical Computing	3	1	1
	ITSFT-506-1606	Software Engineering	6	1	1
	CDKSK-503-2328	English for Academic Purposes	3	1	1
	ITSFT-506-1608	Data Structures and Algorithms	6	1	2
	ITSFT-506-2007	Software Test Automation	6	1	2
	ITMTH-506-1602	Applied Maths	6	1	2
	ITMSD-506-2306	UX Design 2	6	1	2
	CDWBL-506-1901	Work Based Learning I	6	1	2
	ITSFT-506-2301	Mobile Applications Development	6	1	2
	CDWBL-506-1902	Work Based Learning II	6	2	1,2
	ITMMD-506-2002	Client Side Scripting	6	2	1
	ITMSD-506-2301	Database Essentials	6	2	1
	ITMSD-506-2302	3D Graphics	6	2	1
	ITMSD-506-2308	Cross Platform Development	6	2	1
	ITMSD-503-2309	IoT (Internet of Things)	3	2	1
	ITMSD-506-2310	Advanced Web Design	6	2	2
	ITMMD-506-2003	Client Side Scripting II	6	2	2
	ITRSH-506-2101	Research Design I	6	2	2
	CDKSK-604-2336	Entrepreneurship	4	2	2
	CDKSK-602-2335	Community Social Responsibility	2	2	2
	CDKSK-503-2329	English for Dissertation Writing	3	2	2
	ITIMG-606-1601	Image Processing and Computer Vision	6	3	1
	ITMSD-606-2311	Advanced Front End Development	6	3	1
	ITMSD-606-2312	Full Stack Development	6	3	1
	ITMSD-606-2303	XR Development	6	3	1

	ITMSD-606-2304	WebGL Development	6	3	2
	ITBCK-606-2101	Blockchain	6	3	2
	ITSFT-606-1620	Programming for the Cloud	6	3	2
	ITRSH-606-2102	Research Design II	6	3	2
	ITDIS-612-1601	Dissertation	12	3	2

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

Note: The 'Self-Learning and Assessment Hours[3]' amount to the difference between the 'Indicative Contact Hours'[1] and the 'Total Student Workload'[2]

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.