

## MCAST PROGRAMMES - PUBLIC INFORMATION TEMPLATE (FULL TIME)

<b>Institute</b>	Institute of Information and Communication Technology
<b>Department</b>	-

Programme Title	Bachelor of Science (Honours) in Digital Games Development				
Course Code <i>To be filled in by Admissions Dept.</i>	IT6-A04-23		If the programme includes a WBL element, How is it accredited?		Apprenticeship
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>	<ul style="list-style-type: none"><li>• Qualified Professional Developers interested in a career shift or in upgrading their skillset within the Digital Games Sector.</li><li>• Students that have completed an Advanced Diploma at MCAST ICT in iGaming / Software Development / Multimedia Software Development.</li><li>• Students in possession of Mathematical / Scientific / Programming qualifications at Advanced Level.</li></ul>		
Programme Fees	<p>There are no fees applicable to Maltese and other EU Nationals (as will be evidenced by their Identity Document)</p> <p>Fees apply for other International Applicants... for fee information and any related updates it is best to communicate with MG2i International through <a href="mailto:applyinternational@mcast.edu.mt">applyinternational@mcast.edu.mt</a></p> <p>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 <a href="http://servizz.gov.mt">servizz.gov.mt</a> website <a href="#">here</a></p>				
Date of Next Student Intake	For further information regarding upcoming student intake and applications time windows for same kindly <a href="#">click here</a>				
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.				

	<p>Non-EID applicants need to request account creation through 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> <p>For more information about how to apply online for a course at MCAST, please visit: <a href="https://mcast.edu.mt/how-to-apply-online-2/">https://mcast.edu.mt/how-to-apply-online-2/</a></p>
<b>Information for Non-EU Citizens</b>	<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 <a href="https://www.identitymalta.com/unit/central-visa-unit/">https://www.identitymalta.com/unit/central-visa-unit/</a>.</p> <p>Further information International / TCN applicants should take note of before requesting to be considered for a programme of studies at MCAST, can be obtained through the respective FAQ found on <a href="https://mcast.edu.mt/important-information/">https://mcast.edu.mt/important-information/</a></p>
<b>IMPORTANT note to Non-EU Nationals / TCNs</b>	<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><a href="https://mcast.edu.mt/important-information/">https://mcast.edu.mt/important-information/</a></p>
<b>Address where the Programme will be Delivered</b>	<p><i>MCAST has four campuses as follows:</i></p> <p><b>MCAST Main Campus</b> 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><b>Institute for the Creative Arts</b> Mosta Campus Misraħ Ġhonoq Tarġa Gap, Mosta</p> <p><b>Institute of Applied Sciences</b> Centre of Agriculture, Aquatics and Animal Sciences, Luqa Road, Qormi</p> <p><b>Gozo Campus</b> 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"> <li>○ Face to Face components – as per above address instructions</li> <li>○ Online components – from the student's preferred address.</li> </ul>
<b>Course Description</b> <i>(Refer to Programme Specification)</i>	<p>The degree in Digital Games Development offers learners the extra edge when it comes to the creation of entertainment software. The taught component provides insight on the various stages involved in game design and development. Students will learn to utilize state of the art tools and technologies for implementing digital games. Such artefacts require a variety of skills alongside 3D game engines. These skills include ux/ui design, game level design, software development, software testing, content creation (through audio/visual tools), 3d modelling, networking, game logic, ai, mathematics, physics etc. Additionally, work placements will not only allow learners to understand the roles and responsibilities in an organization. They will work on real-world problems and will understand the importance of decision making, problem-solving, whilst being effective team players. Finally, through the research component, students will explore how to investigate, resolve, and present findings related to a research problem in a given domain. There is also a “double degree route” for those aspiring game developers who would like to extend their studies and work experience abroad and take their existing qualification in Digital Games Development, Multimedia Software Development or Software Development to the next level.</p>
<b>Deskrizzjoni tal-Kors</b> <i>(Refer to Programme Specification)</i>	<p>Il-kors fl-Iżvilupp tal-Logħob Diġitali joffri lill-istudenti vantaġġ meta niġu għall-ħolqien ta' software tad-divertiment. Il-komponent mgħalliem jipprovdi ħarsa dwar id-diversi stadji involuti fid-disinn u l-iżvilupp tal-logħob. L-istudenti se jitgħallmu jutilizzaw għodod u teknoloġiji avvanzati għall-implimentazzjoni tal-logħob diġitali. Dawn jeħtieġu varjetà ta' ħiliet flimkien ma' magni tal-logħob 3D. Dawn il-ħiliet jinkludu disinn ux/ui, disinn fil livell tal-logħob, żvilupp ta' software, ittestjar ta' software, ħolqien ta' kontenut (permezz ta' għodod awdjo/viżivi), immudellar 3d, netwerking, loġika tal-logħob, ai, matematika, fiżika eċċ. Barra minn hekk, pjazzamenti ta' xogħol mhux biss se jippermettu lill-istudenti jifhmu r-rwoli u r-responsabbiltajiet f'organizzazzjoni. Huma se jaħdmu fuq problemi tad-dinja reali u se jifhmu l-importanza tat-teħid tad-deċiżjonijiet, is-soluzzjoni tal-problemi, filwaqt li jkunu plejers effettivi tat-tim. Fl-aħħarnett, permezz tal-komponent ta' riċerka, l-istudenti se jesploraw kif jinvestigaw, isolvu, u jipprezentaw sejbiet relatati ma' problema ta' riċerka f'qasam partikolari. Hemm ukoll “rotta ta' grad doppju” għal dawk l-iżviluppaturi tal-logħob li jixtiequ jestendu l-istudju u l-esperjenza tax-xogħol tagħhom barra l-pajjiż u jieħdu l-kwalifika eżistenti tagħhom fl-Iżvilupp tal-Logħob Diġitali, l-Iżvilupp ta' Software Multimedjali jew l-Iżvilupp ta' Software għal-livell li jmiss.</p>
<b>Career Opportunities:</b>	<p>Game Designer,  Game Programmer,  Game Artist,  Game Writer,  Level Designer  UI/UX Designer,  Sound Designer,  Quality Assurance Tester,  Game Producer,  Technical Artist,  Game Server Developer,  Online Service Developer,  Game Network Programmer</p>
<b>Entry Requirements</b>	<p>Internal Progression Route...  MCAST Advanced Diploma in IT (iGaming <u>or</u> Software Development <u>or</u> Multimedia Software Development)</p>

<p><i>(Refer to Prospectus / Course Page on MCAST website)</i></p>	<p>OR</p> <p>2 A-Level passes and 2 I-Level passes Compulsory A-Level: Computing <u>And</u> Compulsory A-Level or I-Level: Mathematics (Pure or Applied) <u>or</u> Physics</p>
<p><b>Other Notes related to this Programme, and which are to be taken note of</b></p>	<p>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.</p>
<p><b>Programme Learning Outcomes</b> <i>(Refer to Programme Specification)</i></p>	<p>At the end of the programme the learner will be able to:</p> <ol style="list-style-type: none"> <li>1. Recognise the underpinnings of Game Design.</li> <li>2. Apply the acquired knowledge in real-world prototypes.</li> <li>3. Produce a solid Portfolio that is relevant to Digital Games companies.</li> <li>4. Carry out work-based learning locally.</li> </ol>
<p><b>Teaching, Learning and Assessment Procedures</b></p>	<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 <a href="https://www.mcast.edu.mt/college-documents/">https://www.mcast.edu.mt/college-documents/</a></p> <p>The Programme Regulations pertaining to this Programme's MQF/EQF level available at: link <a href="https://www.mcast.edu.mt/college-documents/">https://www.mcast.edu.mt/college-documents/</a>, apply.</p>
<b>Grading System</b>	<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)  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: <a href="https://www.mcast.edu.mt/college-documents/">https://www.mcast.edu.mt/college-documents/</a> (Refer to DOC 003, 004 and 005)</p>
<b>Exit Point (where and as applicable)</b>	<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 <a href="https://www.mcast.edu.mt/college-documents/">https://www.mcast.edu.mt/college-documents/</a>, kindly refer to <i>DOC 077 Procedure for the processing of Claims for Certificates at Interim Exit Points</i>.</p>
<b>Contact details for Further Learning Opportunities</b>	<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><b>MCAST Career Guidance</b>  Tel: 2398 7135/6  Email: <a href="mailto:career.guidance@mcast.edu.mt">career.guidance@mcast.edu.mt</a></p>

**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
	ITDGM-506-2301	Fundamentals of Game Programming	6	1	1
	ITMMD-506-2001	Object Oriented Programming	6	1	1
	ITDGM-506-2302	Design Concepts	6	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
	ITDGM-506-2303	Procedural Content Generation	6	1	2
	ITMTH-506-1602	Applied Maths	6	1	2
	ITDGM-506-2304	Mobile Game Development	6	1	2
	CDWBL-506-1901	Work Based Learning	6	1	2
	ITDGM-503-2305	Game Mechanics I	3	1	2
	CDWBL-506-1902	Work Based Learning II	6	2	1,2
	ITMSD-506-1607	Game Level Design	6	2	1
	ITMSD-506-2301	Database Essentials	6	2	1
	ITMSD-506-2302	3D Graphics	6	2	1
	ITMSD-506-1602	Sound Design	6	2	1
	ITDGM-503-2306	Game Mechanics 2	3	2	1
	ITDGM-506-2307	3D Character Development & Animation	6	2	2
	ITDGM-506-2308	3D Project	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
	ITDGM-606-2309	Game AI	6	3	1
	ITDGM-606-2310	Advanced Game Programming	6	3	1
	ITDGM-606-2311	Enterprise 3d	6	3	1
	ITMSD-606-2303	XR Development	6	3	1
	ITMSD-606-2304	WebGL Development	6	3	2
	ITDGM-606-2312	Multiplayer Game Development	6	3	2
	ITMSD-606-1610	Sound Engineering	6	3	2
	ITRSH-606-2102	Research Design II	6	3	2
	ITDIS-612-1601	Dissertation	12	3	2

The total learning hours required for each unit or module are determined as follows:





Allocation of Total Learning Hours (per Unit)	Credits (ECTS)	Indicative contact hours <sup>1</sup>	Self-Learning and Assessment Hours <sup>3</sup>	Total Student workload (hrs) <sup>2</sup>
	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 Hours<sup>3</sup>' amount to the difference between the 'Indicative Contact Hours<sup>1</sup>' and the 'Total Student Workload'<sup>2</sup></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, 5<sup>th</sup> 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, 5<sup>th</sup> Revised Edition.