

Master of Science (MSc) in Computer Games & Entertainment



myPotential
Leading to your achievement

This groundbreaking MSc in Computer Games and Entertainment is being launched to complement our recent launch of our undergraduate degree, the BSc (Hons) Creative Computing and in response to a pressing need to offer a high quality postgraduate programme serving Malta's foreign direct investment in on-line gaming and the expected influx of software and media companies attracted by the Smart City investment. The programme will cover subjects never offered in Malta.

The Computer Games and Entertainment Business is now a multi-billion dollar worldwide business, with games platforms ranging from Playstation3, Xbox360, Nintendo Wii, PC to Massively Multiplayer Games involving tens of thousands of people on-line, Mobile games, Nintendo DS handheld games and PC Casual Games.

In a wider sense, the influence of computer games programming is spreading to other industries outside games, as seen in products such as Second Life, Habbo Hotel, Bebo and many others; computer games are starting to fundamentally change the way people interact with companies.

Increasingly the same tools and software used in computer games are also being used in special effects for TV, videos and movies, and this programme equips you to work in the special effects and TV effects (including advertising) industries as a development programmer.

The Goldsmiths MSc with its broad scope of skills (Artificial Intelligence, Physics simulation, team work and management, funding and advanced programming to name but a few) will produce graduates attractive to employers in all innovative software industries in and outside games.

All MSc degrees qualify under the myPotential scheme and you will be able to obtain a refund of up to €13,976.24 of all your costs for tuition, course material and examinations. In other words, the Government of Malta will pay you back for your costs, by deducting your income tax after you graduate. The tax credit for an individual student is spread over three years, and is due as from the year of assessment that immediately follows the year in which the individual obtains the qualification. Any amount that is not absorbed within the three year period is carried forward to subsequent years. The myPotential scheme will elapse in December 2008, but those students who embark on the MSc programme this academic year are guaranteed the tax reimbursement at the beginning of the programme.



The **MSc in Computer Games and Entertainment** is awarded by the University of London. The Lead College of this degree is Goldsmiths College. **St Martin's Institute of IT** is an Advanced Specified Teaching Institution of the University of London, offering tuition for the University of London External Programme.

Further information may be obtained from;
St Martin's Institute of IT
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Phone: +356 2123 5451 Fax: +356 2123 2630 Email: infodeskmalta@stmartins.edu
Web site: www.stmartins.edu

Computer Games and Entertainment

The MSc Computer Games and Entertainment is a new programme being introduced simultaneously at Goldsmiths and St Martin's Institute of IT in September 2008. It offers a unique curriculum for graduates and professionals in various fields who want to prepare themselves to enter the Computer Games and Entertainment industries.

The MSc is focused on advanced programming in C++, teamwork, and new technologies (procedural processing, multicore platforms, AI in games, etc). It integrates state of the art technologies in its lab and course work (games engine, consoles, etc).

The programme is directed and taught by experts in research and development (in graphics, geometry, AI, Hard-core processing), in the games and entertainment industries (many faculty members have either run, funded companies, or worked in them), and visiting tutors who are actively involved in these industries.

Year ONE	Year TWO	Year THREE
<i>Advanced Programming</i>	Artificial Intelligence in Games	Project
Games & Interactive Entertainment Industries	Advanced Audio Visual Processing	
Computing in Geometry, Graphics & Vision	Physics in Games	

Entry Qualifications

The minimum entry qualifications for the MSc programmes are;

A first or upper-second class degree in Electronic Engineering, Computer Science, Mathematics, or a related discipline. Applicants with unrelated degrees will be considered if there is evidence of significant relevant industrial experience. Applicants with lower-second class degrees may be considered if the undergraduate degree specialized in the relevant subjects.

In addition to the above general entry requirements applicants to all programmes should have basic programming skills in some language, ideally, an object-oriented language. One should be able to take a straightforward problem, such as those commonly set on undergraduate programming courses and confidently create the solution in code, using common data structures such as arrays and trees. St Martin's Institute of IT provides support courses in Object Oriented Programming using Java for those who wish to upgrade their skills.

Procedures [READ CAREFULLY]

1. Complete and hand in the St Martin's Institute of IT application form, together with the required documents and accompanied by the non-returnable €125 application fee payable to St Martin's Institute of IT.
2. Your application will be processed. You may be guided to apply formally with the University of London for the postgraduate programme of your choice (note the University of London will require its own fees for application and registration) by May preceding the start of the programme in September.
3. You will be required to complete the St Martin's Institute of IT registration form to secure your place as a student in the programme of your choice, accompanied with a one time non-returnable registration fee of €480 for evening students, or €950 for full time students, payable to St Martin's Institute of IT. (Evening diploma and degree students will be required to pay separately the University of London registration and other fees). Registration to our classes is on a first-come, first-serve basis, and late applications will be accepted **ONLY** if vacancies are available.
4. The fees listed are applicable for the period 2008 to 2009, and may be increased at the discretion of the Institute, but to a maximum of 10% of each unit's listed fee. The fees exclude any University of London fees.
5. Tuition fees are paid **in advance payable by the 10th of the current month**. Students who default in two regular payments without written consent may be expelled from the programme without any re-imburement, and may be charged penalty fees.
6. The workshops are being offered on the basis that the minimum number of students for each programme (10 students) have registered, and will workshops will be organised according to demand and availability of resources.
7. In the case of early resignation a penalty of 25% or pro-rata of the unit cost (whichever higher) will be charged in the case of students dropping any units after the start of the course.
8. Workshops will be held on a day course basis, between 9:00 am and 6:00 pm. The workshops may be organized on any day of the week, including Saturday. Students may be asked to will attend for a two-hour tutorial every four weeks for every unit with St Martin's Institute of IT faculty.

MSc Computer Games & Entertainment (3 yrs, eve)		Year 1	Year 2	Year 3	TOTAL
St Martin's Fees	€				11800
University of London Fees (estimate)	€				8000
Subtotal for each academic year	€				19800
Conversion in €and rounded	LM				8500

The tables above are for guidance as to the total cost of St Martin's tuition and registration fees and the fees payable to the University of London External Programme. This table does not include estimates for text books and ancillary needs. These apply for EU students attending classes after normal office hours.