2025/26
PROSPECTUS

saint
martin's
institute of
higher education

Thank you for showing interest in Saint Martin's Institute of Higher Education. The Institute is a licensed higher education institution by the Malta Further and Higher Education Authority, with awarding powers for the Malta Qualification Framework levels 5, 6 and 7 that correspond to Diploma, Degree and Master programmes.

This is indeed a very exciting time in a student's life which will undoubtedly shape a considerable part of a student's future, since it is the foundation of a career progression. We hope to be able to assist you in choosing wisely by investing your time and commitment carefully in order to maximise potential and shine in the various fields of study included in this prospectus.

We take our role very seriously at Saint Martin's Institute of Higher Education. We have inculcated a nurturing culture, understanding that we need to be role models in our respective field of study that will act as a beacon to the students in our charge that will see them through their future. We follow the four principles of education in our pedagogy namely learn through knowledge assimilation, learn by participating in projects that allow students to practice what they learn together with others to

OUR GRADUATES ARE EQUIPPED WITH THE RIGHT BALANCE OF ACADEMIC CONTENT AND INDUSTRY EXPERIENCE

build teamwork capabilities and build personality including soft-skills sought after by employers.

At Saint Martin's Institute of Higher Education we do our utmost to ensure that students excel in their chosen paths, focusing on each student's needs in order to mentor and form them in readiness for their subsequent career. The Institute has built its reputation on exceptionally high achievements of its students graduating from the world-renowned University of London. The Institute is a Recognised Teaching centre for the University of London in Malta, offering Maltese and international students the possibility to read for degrees conferred by this prestigious University as from the year 2000. Our over twenty year apprenticeship has meant that the Institute is built on solid foundations of quality assurance, as overseen by the University of London Directorate for Quality Assurance. Education is an intangible, and our policy to prepare students to be examined by an external examination body, illustrates our acumen in preparing students to unquestionable international standards.

The programmes included in this prospectus are crafted to ensure the right balance of academic content and industry appreciation enabling our students to not only enhance employability potential, but will also be in a position to contribute effectively to their organisation.
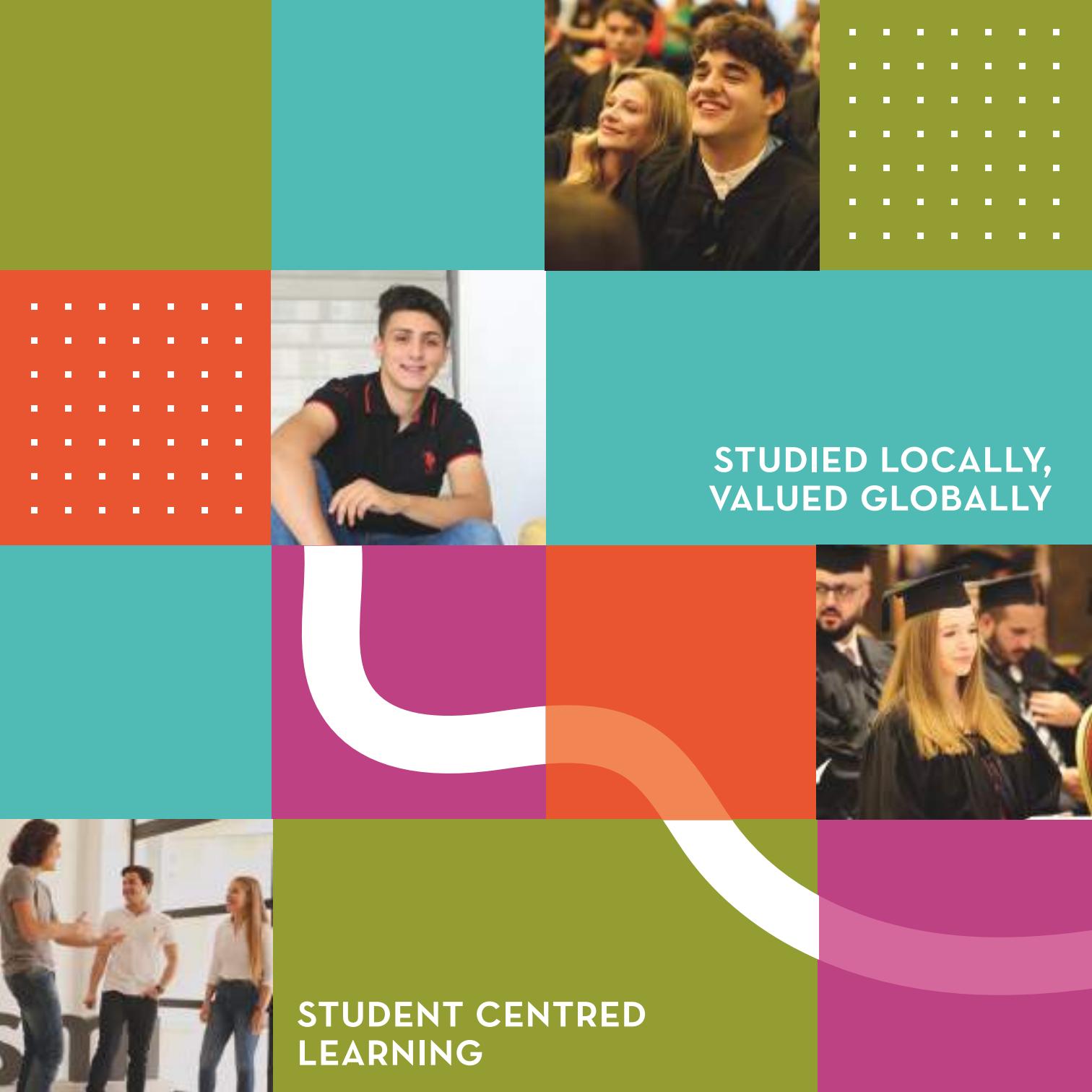
PRINCIPAL
Charles
Theuma

OUR VISION

STUDIED LOCALLY, VALUED GLOBALLY

STUDENT CENTRED LEARNING

OUR VISION

Saint Martin's Institute is an educational establishment, with the primary objective, being the advancement of student achievement through intellectual, moral and social education, unlocking the students' potential to develop academically and psychologically.

Academically we aim to be among the leading institutions in higher education by providing the highest quality education, accompanied by individual attention, to each of our students, contributing to the development of our nation and the wider international community. We aim to nurture a research culture by providing a framework to carry out innovative research that can be widely disseminated. We aim to assist with our students' character development and behaviour. Ultimately we aim to teach through example by strict adherence to a professional attitude towards learning.
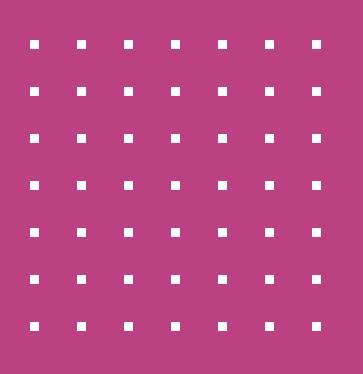
Dunstan
Briffa

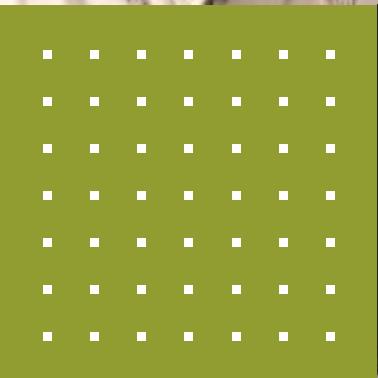Silvio
McGurk

Charles
Theuma

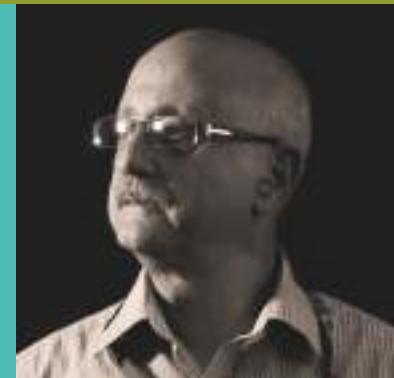Jeremy
Grech

Joseph
Camilleri

Jurgen
Mifsud

Jonathan
Barbara

Suzanne
Wallbank

Joseph T.
Vella

Diplomas

MQF Level 5

Diploma in Entrepreneurship

Diploma in Entrepreneurship

The Diploma in Entrepreneurship aims to provide learners with the requirements of setting up their own business, as well as appreciating the strategic decisions when running a business from start-up to maturity.

As a graduate of the diploma, the learner will be able to:

— set up a business, be it a limited liability company or non-governmental organisation, develop an innovative product or service and sell it at a profit to an identified market;

— carry out market research, check for feasibility and develop an investment proposal;

— acquire a sound knowledge of the workings of an organisation and the various elements impacting from within as well as from the environment;

— gain skills to participate in an already established organisation, adding value to the main competences of the organisation;

— analyse industry profitability and identify main characteristics to make a business successful;

— understand business creation and management from an innovative and proactive perspective.

*Students enrolled in this programme are to register for the **JA Malta Foundation** which is a compulsory component of the Diploma. A membership fee applies and must be settled at the beginning of the academic year directly with JA.*

MQF Level
Qualification   5

Total Credits   60
ECTS

Duration
minimum

FULL-TIME   1 year
(9 months)

Delivery Mode
In person

Conferred By

saint
martin's
institute of
higher education

Progression

B.Sc. (Hons) Business
Administration with:

*International
Business*

Marketing

Degrees

MQF Level 6

B.Sc. (Hons) Business Administration with International Business

B.Sc. (Hons) Business Administration with Marketing
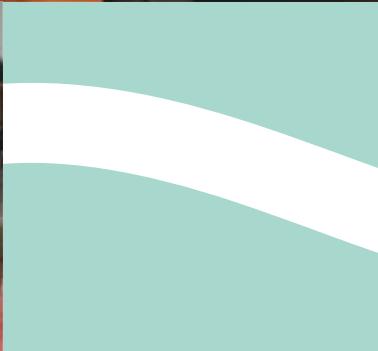
Success is the quality of your journey

B.Sc. (Hons) Business Administration with International Business

Business has gone global, and graduates need to perform in an internationalised world. The B.Sc. (Hons) Business Administration with International Business, provides the necessary competences demanded by firms that operate in the global market. The degree covers areas such as international strategy, globalised value and supply chain management, international marketing, human resources management, innovation management, finance and entrepreneurship.

As a graduate of the degree, the learner will be able to:

— understand management-related problems, and how to use conceptual tools to analyse and evaluate management issues;

— converse with the historical, political, cultural and institutional forces shaping modern business;

— engage with case material in a stimulating learning environment in order to be able to reach sound decisions based on reasoning and logic;

— illustrate skills and competencies in creative thinking and decision-making capabilities;

— understand the challenges of internationalised business organisations;

— adapt learning to practice in the work environment.

MQF Level   6
Qualification

Total Credits   180
       ECTS

Duration
minimum

FULL-TIME   2 years
      (18 months)

Delivery Mode
In person

Conferred By

Awarding Body

UNIVERSITY OF LONDON

Job Opportunities

Internationalisation Manager

Strategic Manager

General Manager

Business Analyst

Entrepreneur

B.Sc. (Hons) Business Administration with Marketing

Marketing is a social science that emphasises the social and cultural dimensions of marketing practices. The focus of the degree delves into the technical approaches and historical developments that have shaped contemporary consumer markets. The Marketing specialisation provides students who aim for a marketing career the ability to understand consumers and realise efficient means of communication. Areas such as marketing strategy in contemporary marketing environment, consumer and organisational buyer behavior, marketing segmentation, targeting and positioning, customer relationship marketing, branding and product development, advertising and promotion, pricing and distribution and corporate social responsibility together with brand activism are covered.

As a graduate of the degree, the learner will be able to:

— use conceptual tools to analyse and evaluate marketing management issues;

— converse with the historical, political, cultural and institutional forces shaping modern marketing procedure;

— illustrate skills and competencies in creative thinking and decision-making capabilities based on contemporary marketing issues;

— build and understanding through discussion of the challenges facing marketing managers in SMEs and international business organisations;

— adapt learning to practice in the work environment.

MQF Level   6
Qualification

Total Credits   180
       ECTS

Duration
minimum

FULL-TIME   2 years
      (18 months)

Delivery Mode
In person

Conferred By

Awarding Body

UNIVERSITY OF LONDON

Job Opportunities

Marketing Manager

Campaign Manager

Advertising Strategy Manager

Marketing Agency Account Manager

General Manager

Diplomas

MQF Level 5

Diploma in Computing

COMPUTI

Diploma in Computing

This Diploma aims to provide learners with knowledge of the principles of computing and will improve their problem solving skills in addition to programming and mathematical skills. It also gives learners the opportunity to experience a range of specialisations within computing, thus providing a broader understanding of various fields.

As a graduate of the diploma, the learner will be able to:

— understand the principles of computing;

— analyse problems and devise a solution;

— interpret software design;

— implement a standard solution through programming.

Successful graduates may progress to Level 2 of the Saint Martin's Institute B.Sc. (Hons) Computing or Computing with Games Design and Development or Computing with Information Systems or may opt to read for a B.Sc. (Hons) Computer Science / Computer Science (Games Development) / Computer Science (Virtual Reality) or Computer Science (Machine Learning and Artificial Intelligence) conferred by the University of London.*

The Faculty of ICT at the University of Malta accepts the Diploma in Computing in addition to a pass in Maltese at SEC (ordinary level), as satisfying the entry requirements for the B.Sc. (Hons) (Computing Science), B.Sc. (Hons) IT (Software Development), B.Sc. (Hons) IT (Artificial Intelligence) and the B.Sc. (Hons) IT (Computing and Business).

* Specialisation may be restricted to specific requirements.

MQF Level 5
Qualification

Total Credits 60
ECTS

Duration
minimum

FULL-TIME 1 year
(9 months)

PART-TIME 2 years
(18 months)

Delivery Mode
In person

Conferred By

saint martin's
institute of higher education

Progression

B.Sc. (Hons) Computing

B.Sc. (Hons) Computing with:

Games Design & Development
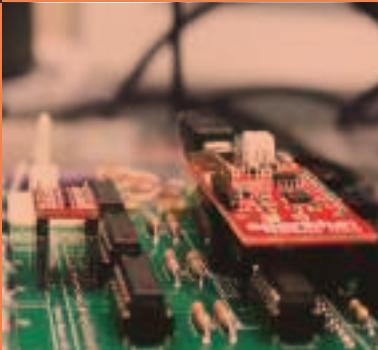
Information Systems

B.Sc. (Hons) Computer Science

B.Sc. (Hons) Computer Science:

Games Development

Machine Learning & AI

Virtual Reality

An investment in knowledge pays the best interest

Degrees

MQF Level 6

——————————————————— SMI

B.Sc. (Hons) Computing

B.Sc. (Hons) Computing with Games Design & Development

B.Sc. (Hons) Computing with Information Systems

——————————————————— UOL

B.Sc. (Hons) Computer Science

B.Sc. (Hons) Computer Science (Games Development)

B.Sc. (Hons) Computer Science (Machine Learning & AI)

B.Sc. (Hons) Computer Science (Virtual Reality)

B.Sc. (Hons) Computing

MQF Level 6
Qualification

Total Credits 180
ECTS

Duration
minimum
FULL-TIME 2 years
(18 months)

PART-TIME 3 years
(27 months)

Delivery Mode
In person

Conferred By

saint martin's
institute of higher education

Job Opportunities
Software Developer/Engineer
Network Administrator
IT Support Specialist
IT Consultant
Business Analyst

The Computing degree aims to provide learners with a general yet complete understanding of computer systems and the different requirements according to the context in which they operate. It delves into the details of the architecture of such systems and looks at the way such systems integrate with each other through data communication technologies, and over a larger scale of enterprise networking. The programme includes other important aspects such as software engineering, algorithmic design and multiple facets of programming including application and web development.

As a graduate of the degree, the learner will be able to:

— understand the general requirements of a computer system and prepare a design accordingly;
— analyse existing modes of communication and make recommendations according to need;
— carry out hardware and network implementations and maintain such systems;
— design algorithms and write code in various computer languages, understanding the strengths and weaknesses of each language;
— build dynamic, data-driven websites using databases, frontend frameworks and server-side programming;
— use a range of programming techniques to deal with unexpected events using defensive coding to check data before processing it.

B.Sc. (Hons) Computing with Games Design & Development

MQF Level 6
Qualification

Total Credits 180
ECTS

Duration
minimum
FULL-TIME 2 years
(18 months)

PART-TIME 3 years
(27 months)

Delivery Mode
In person

Conferred By

saint martin's
institute of higher education

Job Opportunities
Game Developer
Game Designer
Game Artist
Animator
Sound Designer
UI/UX Designer
Graphics Programmer
Game Tester
QA Analyst

This Computing with Games Design and Development aims to provide learners with a robust analytical approach and instil the evaluation techniques necessary, both for digital and non-digital games. The degree focuses on various aspects of design, including the visual, aural, narrative and functional, and aspects of implementation by looking at the technical and software development sides of games.

As a graduate of the degree, the learner will be able to:

— analyse and evaluate non-digital and digital games;
— design the visual, aural, narrative, and functional aspects of a game;
— design and develop the overall software implementation of a game;
— specialise in either design or development based on final year subject choice.

B.Sc. (Hons) Computing with Information Systems

This degree aims to provide learners with a holistic view of computer systems within organisations. It looks at the management of an information system, e-business, requirements engineering, as well as other aspects including software engineering, algorithmic design, design, web programming and application programming.

As a graduate of the degree, the learner will be able to:

— plan the requirements, estimating duration and cost of a project;

— design a business model based on web-based revenue models;

— design algorithms and write code in a number of computer languages, understanding the strengths and weaknesses of each language;

— build dynamic, data-driven websites using databases, frontend frameworks and server-side programming;

— use a range of programming techniques to deal with unexpected events using defensive coding to check data before processing it;

— analyse a given system and provide suggestions for improvement.

Job Opportunities

IT Manager

Information Systems Manager

Database Administrator

Data Analyst

CRM Specialist

Systems Analyst

Systems Developer

B.Sc. (Hons) Computer Science

The Computer Science degree will allow learners to develop a wide and practical skill-set in computing with strong programming and mathematics skills, as well as softer skills in project management, presentation and teamwork. Students will also have a portfolio of work that they can present to potential employers. With the B.Sc. (Hons) Computer Science, learners will be qualified for a range of intensive computational and mathematical jobs in the computer industry.

As a graduate of the degree, the learner will be able to:

— understand computer systems in their entirety, hardware, software and communications infrastructure;

— analyse complex problems and devise a technology based solution;

— interpret the diverse software design frameworks and methodologies;

— implement effective system and application software solutions.

Job Opportunities

Application Programmer

Software Engineer

Systems Analyst

Full Stack Developer

Data Scientist

B.Sc. (Hons) Computer Science (Games Development)

This degree is specifically designed for those who want to be at the forefront of the thriving gaming world, creating software tailored to games development. Video games are a critical application area for computer science, and the games industry forms a significant part of the creative economy. With the B.Sc. Computer Science (Games Development), learners will be able to apply for a range of jobs in the creative industries, especially in the video games industry.

As a graduate of the degree, the learner will be able to:

— learn how to create software tailored to games development;

— produce high standard graphics, narratives and interaction design;

— equip yourself with the skills to develop virtual reality systems.

Job Opportunities

Game Designer

Game Developer

Concept Artist

Video Game Tester

Video Game Developer

B.Sc. (Hons) Computer Science (Machine Learning & AI)

Machine learning provides a means for computer systems to extract useful information out of data. These techniques are widely used in the technology industry for a variety of applications. This degree allows learners to apply a range of technical, problem-solving jobs in rapidly growing area.

As a graduate of the degree, the learner will be able to:

— have a broad view of machine learning and neural networks, including training neural networks and optimisation;

— gain the mathematical and engineering knowledge to construct working machine learning and AI systems;

— learn how machines make sense of the world through intelligent signal processing;

— carry out a substantial practical project involving the construction of an AI system and applying it to a problem.

Job Opportunities

Machine Learning Engineer

Artificial Learning Engineer

Neural Net Developer

Application Developer

B.Sc. (Hons) Computer Science (Virtual Reality)

Virtual reality (VR) involves the creation of immersive, simulated environments using computer systems. Recent technology advances have made it possible to create high fidelity, high immersion virtual realities which people can access with consumer hardware. VR has many application areas, including entertainment, education and military. Learners will learn the aspects of virtual reality and attain hands-on experience in building and testing mixed reality experiences for your portfolio.

As a graduate of the degree, the learner will be able to:

— understand the needs of an immersive simulated environment using computer systems;

— understand the role of VR in entertainment, education and military applications;

— gain skills in industry standard tools for game development;

— understand the game development process and the role of AI in games;

— write programs that generate animated 3D graphics;

— understand the interaction design process for both desktop and mobile platforms.

MQF Level   6
Qualification

Total Credits   180
ECTS

Duration
minimum

FULL-TIME   2 years
(18 months)

PART-TIME   3 years
(27 months)
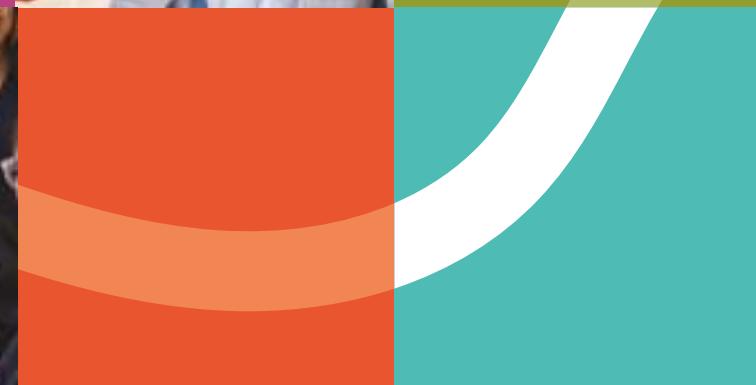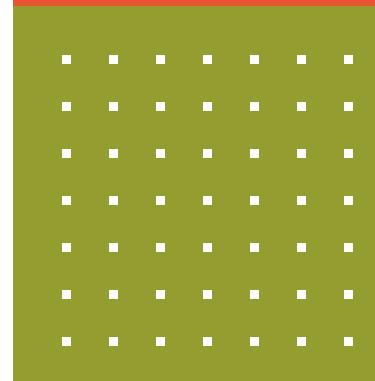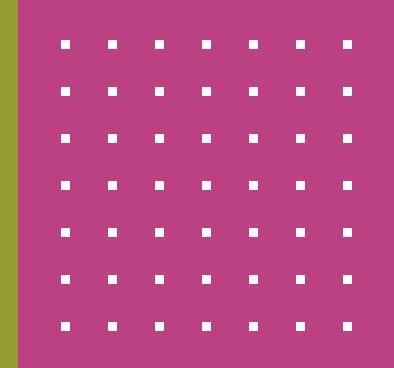
Delivery Mode
In person

Conferred By

Awarding Body

UNIVERSITY OF LONDON

Job Opportunities

AR/VR Developer

Environment Artist

VR Architect

Augmented Reality Engineer

Immersive Experience Designer

3D Interaction Developer

A METHODOLOGY OF SUCCESS

LEARN HOW TO LEARN

Although all four principles, as proposed by Delors, should have equal weighting, the ability of an individual student to learn independently is given even more importance at Saint Martin's Institute. It is not enough that the faculty oversees the development of a student through the programme to prepare for a job or a career change. It is the creed of the Institute that a student develops into any requirements of the future, thus becoming a life-long learner and is consequently employable over the long term. The transfer of

LEARN HOW TO LEARN

STUDENT ACHIEVEMENT THROUGH INTELLECTUAL, MORAL AND SOCIAL EDUCATION

knowledge is done through scheduled lectures and tutorials, supported by materials available over the Saint Martin's Institute virtual learning environment. Students will be assessed through unseen written examinations and home assignments to help the faculty gauge the absorption of knowledge by the student and the ability to apply the knowledge in real life scenarios.

GRADUATE MARIAH GATT

"Apart from the academic knowledge which I acquired throughout my three years at Saint Martin's, I also gained invaluable presentation, negotiating and team building skills as a member of the Saint Martin's Institute Student Council for two consecutive years holding the office of President of the council in the final year. This experience together with my studies formed my character and prepared me better to corporate life which I am now experiencing after joining Grant Thornton upon completion of my studies."

"Through SMI I gained access to an esoteric degree, unavailable through other institutions. The consistent availability and attention of the lecturers and staff helped me not only to complete my course but to thrive on an international stage, successfully co-operating and competing with students from around the world."

GRADUATE SIMON AGIUS MUSCAT

ENTRANCE REQUIREMENTS

An applicant must normally be at least 16 years of age on or before the SMI Autumn Trimester examination session, which normally takes place in December, in the year of registration and must be in possession of:

- **A minimum of four ordinary level passes, including Mathematics and English at SEC grades 1 to 5 or grades A to C in the case of GCE/GCSE. Students wishing to progress to Level 2 of the B.Sc. (Hons) Computer Science, must be 17 years of age by the end of September when registering with UOL. Students wishing to progress to University of Malta must be 18 years of age when registering and must possess an ordinary level in Maltese.**

- **International equivalents to the above requirements will be considered and the decision taken at the discretion SMI.**

- **All students are required to attend an interview set up by the Saint Martin's Admissions & Advisory Board (SAAB).**

- **Students, who do not hold an ordinary level qualification in English Language, must provide proof of competence in English, such as a recognised test of proficiency, which is acceptable to the Institute. We normally accept IELTS with an overall grade of 5.0.**

MATURITY CLAUSE

Students who are 21 years and over and do not meet the minimum entry requirements, may apply for the MQF level 5 diploma subject to having passed a recognised MQF Level 3 qualification and have at least two years relevent uninterrupted full-time employment. In addition to this, students must successfully complete the Mathematics Admission, with a minimum grade of 50%, during the Autumn Trimester Examinations in order to be eligible to continue their studies.

AUTOMATIC RECOGNITION OF PRIOR LEARNING

Automatic RPL means that you are not required to take a particular course(s) as part of your degree because in the University's opinion, you have already covered a similar syllabus as part of a previous qualification, at the same level, depth and breadth. This is also known as credit transfer. The Saint Martin's MQF Level 5 diplomas have been awarded automatic RPL by the University of London (UOL) and hence students who opt to read for a UOL MQF Level 6 degree will be able to progress to Level 2 of the respective degree. *RPL credits are not granted for any unit of the diplomas conferred by Saint Martin's Institute of Higher Education and any requests will not be entertained.*

TARGET GROUP

The full-time programmes are ideal for students who have completed their ordinary or advanced level education (normally ages 16 to 20) and wish to progress to an MQF Level 6 programme, through one of the MQF Level 5 homegrown qualifications. Our programmes are also offered in the evening (normally from 6pm to 8pm) for mature students who are in full-time employment (normally ages 21+) and would like to further their studies.

PROGRAMME DETAILS

EUROPEAN CREDIT TRANSFER SYSTEM (ECTS)

ECTS is intended to harmonise the further and higher education systems throughout the European Union. Each one ECTS is equivalent to 25 hours of learning, 5 hours of which are face to face with a tutor. In higher education, full-time students are expected to invest in 60 ECTS in one academic year, which means 1500 hours of learning, out of which 300 would be face to face classes. According to the Malta Qualification Framework (MQF), an MQF level 5 diploma consists of 60 ECTS and an MQF level 6 undergraduate degree consists of 180 ECTS.

DURATION OF STUDIES

Students may complete the MQF Level 5 diploma over a minimum period of one year on a full-time basis and a minimum period of two years as an evening student. Those who wish to continue with their studies, will require a further minimum duration of two years on a full-time basis and a further minimum duration of three years as an evening student.

ASSESSMENT

Every study-unit is assessed through a combination of courseworks and examinations. All examinations are normally scheduled in-person during office hours.

Inclusive Practice

Saint Martin's Institute of Higher Education is committed to offering quality tertiary education to all students with their respective needs. SMI will make every reasonable effort to make sure that the experience of studying with us is rewarding. The Institute offers fully accessible premises.

FEES

The below application & registration fees are payable by ALL students registered with Saint Martin's Institute of Higher Education depending on the mode of study selected:

	Full-time	Part-time
Application Fee *(one time non-refundable)*	€125	€125
Registration Fee *(one time non-refundable)*	€950	€480
Diploma MQF Level 5 *(Tuition & Examination Fees)*		
Course over 1 year	€6,480	/
Course over 2 years	/	€1,620/*year*
Degree MQF Level 6 *(Tuition & Examination Fees)*		
B.Sc. Year 1	€6,480	€2,488
B.Sc. Year 2	€6,480	€2,488
B.Sc. Year 3	/	€2,488
<u>Total</u> *including Diploma*	€20,515	€11,309

A non-EU administration charge of €1500 per annum will apply.

The Institute offers the opportunity to EU students to pay the annual tuition fees on a monthly basis, payable by the 10th of each month in advance. The fees quoted above are subject to annual review by the Institute. Students who resign following the start of the programme will incur a penalty of 25% of the EU tuition fee due for a single academic year, which will be decreased by the value of payments offered up to date of resignation. Students who default in two monthly payments will need to effect payment via direct debit and incur any additional administrative fees in doing so.

Non-EU students requesting a student visa are expected to settle the full fee before the start of the academic year owing to visa requirements. No refunds are made following the start of the academic year should the student decide to resign or a VISA is refused by the Maltese authorities because the student withholds critical information from the Institute.

Students opting to read for the University of London degree are required to settle the respective University of London **application**, **registration** and **examination fees** separately and directly with the University. These fees may be attained through the University's own website *http://www.londoninternational.ac.uk/.*

STUDIES PLUS*

The BOV Studies Plus* loan offers students a maximum of 5 years interest and repayment free financing to meet institute fees, and other study-related costs. The loan is repayable after graduation.

STIPEND & MAINTENANCE GRANT *

The Government of Malta offers full-time students monthly stipend and grants payable under the Malta Government Undergraduate Scheme (MGUS). This also applies to EU students who have been residents of Malta for the previous five years. Students are required to refer to the link provided for further details regarding eligibility and conditions related to the scheme. *https://www.servizz.gov.mt/en/Pages/Education_-Science-and-Technology/Education-Services/Scholarships/WEB573/default.aspx*

GET QUALIFIED SCHEME *

The Get Qualified Scheme will reimburse a maximum of 70% or the maximum amount which is capped per MQF Level, whichever the higher, of the total fees paid. The amount will be refunded over a period of ten years upon successful completion through income tax credit, applicable to both MQF Level 5 and MQF Level 6. The scheme applies to both EU and third country students and is conditional on the student being employed in Malta. Parents who are employed and pay income tax in Malta are able to benefit from the tax rebate scheme instead of their child if they are paying the tuition fee on behalf of their children.

OTHER COSTS

In addition to the fees payable to the Institute, the student needs to budget for the cost of textbooks (SMI provides guidebooks but students are encouraged to purchase other reference textbooks) and a laptop/computer with internet access. Computing students in Level 2 and 3 of the degree programmes are required to bring their own laptop for lectures.

MFHEA

The Malta Further and Higher Education Authority (MFHEA) was launched on the 8th January 2021 after the revised Education Act came into force on the 1st January 2021. The MFHEA is set up to foster the development and achievement of

MALTA FURTHER AND HIGHER EDUCATION AUTHORITY

EXCELLENCE IS THE KEY THAT OPENS SUCCESS' DOOR

excellence in further and higher education in Malta through research, effective licensing, accreditation, quality assurance, and recognition of qualifications established under the Malta Qualifications Framework." (Source: Chapter 327, Education Act).

The Authority is an independent, transparent, and international authority focused on providing accreditation to further and higher educational institutions and their courses of study, assures quality standards are adhered to and provide recognition of obtained national and international qualifications.

THE BEST WAY TO PREDICT YOUR FUTURE...

... IS TO CREATE IT

Saint Martin's Institute of Higher Education
116, Triq Joe Sciberras, Il-Hamrun, HMR 1557, Malta

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✉ infodesk@stmartins.edu