

Course Code:

PVIS301

Session:

2017/18

1. Course Title:

MSc Research Project

2. Date of Production/Revision:

14 April 2015

3. Level:

SCQF 11

4. Credits:

60

5. Lead School/Board of Studies:

School of Simulation and Visualisation

6. Course Contact:

Dr Daniel Livingstone

7. Course Aims:

The aim of the course is to enable students to develop, manage and conduct an individual project of research in 3D visualisation or serious games; select and apply appropriate methods and tools; analyse and evaluate outcomes; and articulate the process.

8. Intended Learning Outcomes of Course:

By the end of the course, students should be able to demonstrate:

1. critical engagement with the current knowledge base of 3D visualisation as applied to medical practices, cultural heritage, and serious games as appropriate to their chosen specialism, and apply that knowledge and understanding to complex issues systematically and creatively;
2. independence and self-direction through the development and management of a project of research;
3. knowledge and understanding of research methods specific to their individual project of research;
4. high quality communication skills in tutorials and in project outcomes: in documents and

applications in appropriate visual, verbal, and written formats.

9. Indicative Content:

Students will conduct and manage their individual projects of research under the guidance of their supervisors. A project is defined by an academic supervisor in conjunction with the student. The nature of the project will be a substantial investigation, analysis of a problem domain, creation of a medical application, or development of systems.

10. Description of Summative Assessment:

For the MSc stage, assessment of student work will consist of two elements:

No.	Assessment Method	Description of Assessment Method	Weight %	Submission week (assignments) or length (exam)
1	Submission (dissertation and project)	10,000 to 12,000 word written dissertation and practical project.	90%	Week 12
2	Presentation	A ten-fifteen minute presentation of the MSc work to staff. Other students will normally be present for presentations.	10%	Presentations to be scheduled at end of term 3 – typically week 12 or 13

- A 15 minute presentation reporting on their individual project of research;
- A submission of 10,000-12,000 words dissertation including tables, illustrations, and footnotes. The submission must detail the design, implementation, evaluation of an application, and management and findings of the project.

The percentage breakdown of the assessment will be as follows:

Presentation: 10% (assessing LO4)

Submission: 90% (assessing LO1-4)

10.1 Please describe the Summative Assessment arrangements:

Students on this course will be assessed on their ability to:

- critical engagement with the current knowledge base of 3D visualisation as applied to medical practices, cultural heritage, and serious games, and apply that knowledge and understanding to complex issues systematically and creatively;
- design, manage and disseminate a project of research;
- demonstrate the appropriateness of the methods, modes of analysis, and tools selected to investigate and implement particular research projects;
- demonstrate good command of verbal, written, and visual outcomes, where appropriate.

11. Formative Assessment:

Tutorial sessions. Students will meet their supervisor regularly to discuss their progress. The supervisor will give advice and to help sort out problems with the project as they arise.

11.1 Please describe the Formative Assessment arrangements:

Feedback from the supervisor(s) on work in progress is provided through one-to-one tutorial

meetings.

12. Collaborative:

Yes

No

12.1 Teaching Institutions:

The University of Glasgow (Staff from GU will co-supervise projects of Medical Visualisation and Human Anatomy students)

13. Requirements of Entry:

Successful completion of Stages 1 and 2

14. Co-requisites:

None

15. Associated Programmes:

MSc Visualisation (International heritage visualisation, Medical visualisation & human anatomy, Serious games & Virtual Reality pathways)

16. When Taught:

Stage 3

17. Timetable:

3T

18. Available to Visiting Students:

Yes

No

19. Distance Learning:

Yes

No

20. Placement:

Yes

No

21. Learning and Teaching Methods:

Method	Formal Contact Hours	Notional Learning Hours (Including formal contact hours)
Lecture		
Studio		
Seminar/Presentation	1	2

Tutorial	8	8
Workshop		
Laboratory work		
Project work	3	390
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay		100
Private Study	Not Applicable	100
Other (please specify below)		
TOTAL	12	600

22. Description of "Other" Teaching and Learning Methods:

Learning activities include self-directed, individual study, research and the writing up of a Masters dissertation.

23. Additional Relevant Information:

This course is intended to provide students with practical skills of creating, developing, delivering and disseminating a project of research in 3D visualisation within a professional or academic context.

24. Indicative Bibliography:

Subject specific reading dependent on choice of project topic