THE GLASGOW SCHOOL OF ART	**Course Specification**

Course Code:
TBC

1. Course Title:
Research Project

2. Academic Session:
2011/12

3. Level:
SCQF 11

4. Credits:
60

5. Lead School/Board of Studies:
Digital Design Studio

6. Course Contact:
Dr. Minhua Eunice Ma

7. Course Aims:
The aim of the course is to enable students to develop, manage and conduct an individual project of research in medical visualisation or simulation; 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 and simulation as applied to medical practices, 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 be conducting and managing their individual projects of research under the guidance of their supervisors.

10. Description of Summative Assessment:
For the M.Sc stage, assessment of student work will consist of two elements: • 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% Submission: 90%
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 and simulation as applied to medical practices, 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:
N/A
11.1 Please describe the Formative Assessment arrangements:
N/A

12. Collaborative:	
Yes ☒	**No** ☐
12.1 Teaching Institutions:	
The University of Glasgow	

13. Requirements of Entry:
Successful completion of Stages 1 and 2

14. Co-requisites:
None

15. Associated Programmes:
MSc Medical Visualisation and Human Anatomy

16. When Taught:
Stage 3

17. Timetable:
N/A

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		
Tutorial		
Workshop		
Laboratory work		
Project work		
Professional Practice		
E-Learning / Distance Learning		
Placement		
Examination		
Essay		
Private Study	Not Applicable	
Other (please specify below)		
TOTAL	**14**	**600**

22. Description of "Other" Teaching and Learning Methods:
N/A

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 medical visualisation or simulation within a professional or academic context.

24. Indicative Bibliography:
N/A

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