

## BACCALAUREUS TECHNOLOGIAE: MULTIMEDIA

Qualification Code: BTUM01 - NQF Level 7

Campus where offered: Arts Campus

### Important notification to new applicants:

Students who intend to enrol for this qualification should take note that no new applications will be accepted as from 2020. Potential students are advised to consult the University's website for possible new qualifications which are aligned with the newly-implemented Higher Education Qualification Sub-Framework.

### REMARKS

- a. *Admission requirement(s):*  
A National Diploma: Multimedia or a relevant qualification, with at least an average of at least 60% in the final year of the National Diploma.
- b. *Selection criteria:*  
Submission of an acceptable letter of intent or subject to a formal selection.
- c. *Minimum duration:*  
One year.
- d. *Presentation:*  
Day classes.
- e. *Intake for the qualification:*  
January only.
- f. *Exclusion and readmission:*  
See Chapter 2 of Students' Rules and Regulations.
- g. *Recognition of Prior Learning (RPL), equivalence and status:*  
See Chapter 30 of Students' Rules and Regulations.
- h. *Subject credits:*  
Subject credits are shown in brackets after each subject.

### CURRICULUM

#### YEAR SUBJECTS

CODE	SUBJECT	CREDIT
MDD400T	Multimedia Design IV	(0,450)
MUE400T	Multimedia Technology IV	(0,450)
RMQ110E	Research Methods and Techniques I	(0,100)
TOTAL CREDITS FOR THE QUALIFICATION:		<b>1,000</b>

### SUBJECT INFORMATION (OVERVIEW OF SYLLABUS)

The syllabus content is subject to change to accommodate industry changes. Please note that a more detailed syllabus is available at the department or in the study guide that is applicable to a particular subject. On 01 September 2017, the syllabus content was defined as follows:



**MULTIMEDIA DESIGN IV (MDD400T)****PRACTICAL EVALUATION**

*(Subject custodian: Department of Visual Communication)*

The student's main aim in this subject is to identify and frame opportunities and challenges faced in this vibrant and complex area of multiple relevant and transecting design disciplines. The student will be required to demonstrate competence in managing complexities and generating design-led approaches. This would result in a deepening understanding of the field. This subject focuses on conceptual interactive and time-based design theory and practice. The curriculum emphasises a human-centred design philosophy where design choices must be intentional and support the goals of the piece, be they artistic or commercial. (Total tuition time: ± 450 hours)

**MULTIMEDIA TECHNOLOGY IV (MUE400T)****PRACTICAL EVALUATION**

*(Subject custodian: Department of Visual Communication)*

The student's main aim in this subject is to identify and frame technologies and methodologies utilised in this vibrant and complex area of multiple relevant and transecting design disciplines. The student will be required to demonstrate competence in managing complexities and generating design-led approaches. This subject focuses on the technology and skills required to create interactive and time-based media. Students are expected to apply this knowledge to a practical project related to their research project. Due to the fast-changing environment, students are expected to stay abreast of the latest technology developments. Students will also complete a research-based study of contemporary developments in selected areas of multimedia technology leading to an academic report that is relevant to multimedia design IV. (Total tuition time: ± 450 hours)

**RESEARCH METHODS AND TECHNIQUES I (RMQ110E)****PRACTICAL EVALUATION**

*(Subject custodian: Department of Visual Communication)*

The student should be able to demonstrate an appropriate level of skill and competence in the following areas: The nature and practice of research in the social sciences and the arts, research design, the development of a research proposal, qualitative and quantitative research methodology, ethics in research and writing of a research report. (Total tuition time: ± 34 hours)

