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Recognised as a global elite university, Birkbeck is in the top 150 universities in the world in the *Times Higher Education* World Rankings 2011. Over 90 per cent of Birkbeck academics are research-active and many are renowned experts in their fields. In the most recent Research Assessment Exercise (RAE 2008), Birkbeck ranked in the top 25 per cent of UK multi-faculty institutions.

Birkbeck is recognised for providing the highest quality teaching, which is informed by our outstanding research excellence. This is proven by our number one position in the National Student Surveys*.

19,000 students study with us every year. They join a community that is as diverse and cosmopolitan as London's population.

* National Student Surveys 2005-2011



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School of Business, Economics and Informatics
Department of Computer Science
and Information Systems

Creative Industries (Computing)

MSc



www.dcs.bbk.ac.uk/courses/msscic

Creative Industries (Computing)

Aims

This joint programme between the School of Arts and the School of Business, Economics and Informatics is targeted towards:

- individuals with a computing background (academic and/or practitioner), who wish to update their knowledge and skills in software development and data management etc., and in addition obtain an understanding of the important links between information technology and creative industries.
- individuals already working in the creative industry, who wish to gain knowledge and skills in the design, development, and management of various media information and data, along with an understanding of how to take advantage of the changes and possibilities information technology can bring in a competitive and technology-driven business environment.

Duration

One year full-time. Two years part-time.

Attendance

- Full-time students attend lectures on 3 to 4 days/evenings a week during term time (Oct–Jun).
- Part-time students attend lectures in 2 to 3 evenings (6pm–9pm) a week during term time (Oct–Jun).
- You must also do work outside the class in order to complete activities and assignments.
- You will need to undertake an individual project for the final dissertation.

Special features

- The opportunity to cross disciplines and explore topics in journalism, screenwriting, digital media, arts management, web design, and computer programming.
- Two different sets of compulsory computer science modules for students with and without significant computing experience respectively.

Programme contents

Topics provided include but not limited to:

- Theory and Context of Creative Industries
- Digital Creativity and New Media Management
- Software Development using Java
- Systems Analysis and Design using UML
- Database Management using SQL
- Data Warehousing and Mining
- Information Retrieval and Organisation
- Internet and Web Technologies
- Mobile and Ubiquitous Computing
- Artificial Intelligence.

Entry requirements

You should have a good degree (UK 2:2 or equivalent) in either computing or creative subjects, otherwise you will need to have significant work experience in the IT or creative industry.

- **You must be an EU citizen or otherwise have the right to work full-time in the UK in order to enrol in a part-time course.**
- If English is not your first language, an IELTS score of 7.0 or equivalent is usually required.