



LEEDS
BECKETT
UNIVERSITY

Course Specification MSc Creative Technology

Course Code: MCRCT

2026/27

Award and Title: *MSc Creative Technology (MCRCT)*

Applicant Facing Course Specification for 2026/27 Entrants

Confirmed at 11/2025

General Information

Award	Master of Science Creative Technology
Contained awards	Post Graduate Certificate Creative Technology Post Graduate Diploma Creative Technology
Awarding body	Leeds Beckett University
Level of qualification and credits	Level 7 of the Framework for Higher Education Qualifications, with 180 credit points at Level 7 of the Higher Education Credit Framework for England.
Course lengths and standard timescales	Start dates will be notified to students via their offer letter. The length and mode of delivery of the course is: <ul style="list-style-type: none">• 12 months (full time, campus based)
Part time study	Part time option is not available for this course.
Location(s) of delivery	The majority of teaching will be at City campus but on occasion may be at Headingley campus.
Entry requirements	Admissions criteria are confirmed in your offer letter. Details of how the University recognises prior learning and supports credit transfer are located here: https://www.leedsbeckett.ac.uk/student-information/course-information/recognition-of-prior-learning/ Admissions enquiries may be directed to: AdmissionsEnquiries@leedsbeckett.ac.uk .
Course fees	Course fees are confirmed in your offer letter. A breakdown of any additional costs is included on the online prospectus entry for this course. Fees enquiries may be directed to Fees@leedsbeckett.ac.uk .

Policies, Standards and Regulations

<https://www.leedsbeckett.ac.uk/our-university/public-information/academic-regulations/>

Standard regulations apply to this course.

Professional Accreditation or Recognition Associated with the Course

Professional body

N/A

Timetable

Timetables for Semester 1 will be made available to students during induction week via:

- i) The Student Portal (MyBeckett)
- ii) The Leeds Beckett app

Any difficulties relating to timetabled sessions may be discussed with your Course Administrator.

Key Contacts

Your course director

Dr Laura Taylor

Your course administrator

Adnan Khanzada m.kempe-stanners@leedsbeckett.ac.uk

Course Overview

Aims

The aims of the programme are to:

To prepare students for evolving practices and innovations within the realm of creative technology, its application in industry as well as digital media's cultural and societal impacts. Creative Technologies provide a unique combination of technical innovation and visual creativity driven by a personal journey across multidisciplinary practices in design, user-experience & entertainment media. Taught by a skilled group of academics and practitioners such as artists, designers, and technologists, we pride ourselves on the diversity of our delivery. Currently, our tutors include game designers, filmmakers, environment & digital and concept artists, and compositing & VFX (visual effects) experts who have worked with some of the most notable animation, games, leading brands, and visual effects in the field.

Course learning outcomes

At the end of the course, students will be able to:

1	Critically evaluate, select, and apply appropriate technologies, methodologies, and tools in the application of Creative Technology Products
2	Identify and develop skills required for the development of a professional portfolio.
3	Self-direction and autonomous learning, and originality in the application of knowledge.
4	Demonstrate translational skills, which involve the necessary communication between technical and non-technical audiences

Teaching and Learning Activities

Summary

Study at L7 requires students to be sophisticated, independent, and critical in their thinking, with the ability to apply knowledge with originality within advanced and professional contexts. A primary aim of the course is to support students in their transition from either undergraduate study, or from current professional employment to become confident in their academic and professional abilities and able to relate knowledge & experience within complex situations. This course structure encourages students to explore the core themes of active/practice-based learning, evaluation of design strategies & methodologies, management, and research along with flexibility to focus, with learning and application through a process of negotiated skills development within their area of interest.

Skills development and learning is supported with guided supervision from our team of expert staff in your interest and through applied research practice. Work outputs will be grounded within initial critical evaluation of user-centred design strategies, then applied with tutorial & workshop learning activities, creative projects, and portfolio development. You will identify early on within your journey, the tools, and skills you wish to develop to later progress in creating professional, quality products expanding your existing portfolio of work to help you contribute to this innovative industry.

Students are supported within an inclusive learning environment, which recognises, accommodates, and meets individual learning needs. Activities will include lectures, evaluation of case studies, working to professional & client set briefs and supervisor guided study in both research and practice. Guest speakers will supplement and extend learning within the lecture series as well as through industry led seminars.

Module materials and support provided will encourage deep learning the focus of which should support educational gain, as well as practical performance. Deep learning includes reflecting upon, synthesising, applying, critically evaluating and analysing practice forms an integral part of the course and its assessments. Challenging and industry related tasks will stretch students' capabilities and actively engage them in applying skills and knowledge in their future employment.

Your modules

This information is correct for students progressing through the programme within standard timescales. Option modules listed are indicative of a typical year. There may be some variance in the availability of option modules. Students who are required to undertake repeat study may be taught alternate modules which meet the overall course learning outcomes. Details of module delivery will be provided in your timetable.

Level 7

Compulsory modules

Module title	Credits	Semester/ teaching period
Experience Design	20	1
Industry Analysis	20	1
Technologies Practice	20	1
Collaborative Project	20	2
Industry Portfolio	20	2
Research Methods	20	2
Research Based Project	60	3
Number of credits of compulsory modules	180	

Research Based Project follows on from the end of Semester Two (June – Sept).

Assessment and Scheduled Learning and Teaching Activities

The assessment balance and overall workload associated with this course are calculated from core modules and typical option module choices undertaken by students on the course. They have been reviewed and confirmed as representative by the Course Director, but applicants should note that the specific option choices students make may influence both assessment and workload balance.

A standard module equates to 200 notional learning hours, which may be comprised of teaching, learning and assessment, any embedded placement activities and independent study. Modules may have more than one component of assessment.

Assessment

Level 7

Students will be assessed predominantly by coursework.

At the end of the course, students will produce a dissertation demonstrating the culmination of the students' learning in the course. It will be supported by a project portfolio and reflective, evidenced critical outputs. The dissertation will be framed by an identified specialist practice, which will provide context for the students' work.

Workload

Overall Workload	Level 4
Teaching, learning and assessment	168 hours
Independent study	1632 hours
Placement	-