



# University of Pretoria Yearbook 2024

## BISHons *Multimedia* (12240007)

**Department** Information Science

**Minimum duration of study** 1 year

**Total credits** 120

**NQF level** 08

### Programme information

Refer also to G16-G29.

### Admission requirements

1. BIS (Multimedia) (or equivalent) degree with an average of at least 60% in the third-year Multimedia modules and an average of at least 60% in the third-year Computer Science modules **or** third-year Multimedia and Computer Science modules between 55% and 60%

Note: The applicant's academic record will be evaluated according to the completion time of the undergraduate degree, the number of modules failed and the weighted average of each year

### Other programme-specific information

Subject to the provisions of G18.3, a full-time student must complete his or her studies for an honours degree within two academic years (four semesters) and a part-time student within three academic years (six semesters) after first registration for the degree. However, the Dean may, on the recommendation of the relevant head of department, extend the period of study in both cases by a maximum of two semesters.

### Examinations and pass requirements

Refer also to G18 and G26.

1. The examination in each module for which a student is registered, takes place during the normal examination period after the conclusion of lectures (i.e. usually October/November or May/June).
2. G18(1) applies with the understanding that under exceptional circumstance an extension of a maximum three years may be approved: provided that the Dean, on recommendation of the relevant head of department, may approve a stipulated limited extension of this period.
3. A student must obtain at least 50% in an examination for each module where no semester or year mark is required. A module may only be repeated once.
4. In modules where semester or year marks are awarded, a minimum examination mark of 40% and a final mark of 50% is required.
5. No supplementary or special examinations are granted at postgraduate level.



## Pass with distinction

The degree is conferred with distinction if students registered for the degree for the first time, complete the degree within the minimum prescribed time and pass all modules with a weighted average of 75% (not rounded).



## Curriculum: Final year

Minimum credits: 120

### Fundamental modules

#### Research methodology 711 (INY 711)

<b>Module credits</b>	15.00
<b>NQF Level</b>	08
<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	2 lectures per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Information Science
<b>Period of presentation</b>	Semester 1

#### Module content

Research methodology and the application thereof to resolve research problems and to create new knowledge, is a valued advantage to any student. The module is compiled with the following objectives in mind: to instruct the student in the basic principles of research and to avail them the opportunity to execute research projects in a professional manner. Students are guided from the selection of a problem to the presentation of a complete research report with practical suggestions based on a solid theoretical framework.

### Core modules

#### Multimedia research project 761 (IMY 761)

<b>Module credits</b>	30.00
<b>NQF Level</b>	08
<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	2 lectures per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Information Science
<b>Period of presentation</b>	Year

#### Module content

\*Closed module

This module focuses on the design and development of an interactive digital product. The student is guided through the process of conducting a research project based on the product which will be developed.

#### Applied full-stack web development 772 (IMY 772)

<b>Module credits</b>	15.00
<b>NQF Level</b>	08



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<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	1 lecture per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Information Science
<b>Period of presentation</b>	Semester 1

#### Module content

A study of web-based applications and their creation process. Students are required to develop a web application to solve a real-world problem.

## Elective modules

### Interactive technology trends 771 (IMY 771)

<b>Module credits</b>	15.00
<b>NQF Level</b>	08
<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	1 lecture per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Information Science
<b>Period of presentation</b>	Semester 2

#### Module content

An investigation of current and future trends in the field of interactive technology. Students investigate and apply these trends in the creation of speculative design projects.

### Applied interactive technology 773 (IMY 773)

<b>Module credits</b>	15.00
<b>NQF Level</b>	08
<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	1 lecture per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Information Science
<b>Period of presentation</b>	Semester 1

#### Module content

In this module students will research a current topic related to the creative use of interactive technologies. An understanding of current trends is required together with the knowledge of their usage. The students apply their topic in the creation of an interactive product.



## Virtual environments 774 (IMY 774)

<b>Module credits</b>	15.00
<b>NQF Level</b>	08
<b>Service modules</b>	Faculty of Economic and Management Sciences
<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	1 lecture per week, 1 practical per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Information Science
<b>Period of presentation</b>	Semester 2

### Module content

This module exposes students to virtual environments, ranging from fully immersive virtual reality to online virtual worlds. Starting with the notion of reality and how it is simulated, students learn about hardware, software and human factors associated with the creation and exploration of virtual environments. Students are also exposed to VE platforms and techniques, which they use to create an interactive virtual experience.

## Animation theory and practice 777 (IMY 777)

<b>Module credits</b>	15.00
<b>NQF Level</b>	08
<b>Service modules</b>	Faculty of Economic and Management Sciences
<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	1 lecture per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Information Science
<b>Period of presentation</b>	Semester 1

### Module content

This module provides an overview of the historic and current principles and practice of natural motion animation. Different animation techniques are covered, such as stop motion, traditional animation, and 3D animation. The student receives an opportunity to create an animated short film using a technique of their choice.

## Applied human-computer interaction 779 (IMY 779)

<b>Module credits</b>	15.00
<b>NQF Level</b>	08
<b>Prerequisites</b>	No prerequisites.
<b>Contact time</b>	1 lecture per week
<b>Language of tuition</b>	Module is presented in English
<b>Department</b>	Information Science



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**Period of presentation** Semester 2

**Module content**

In this module, students are exposed to research topics and methodologies within the Human Computer Interaction (HCI) discipline. Students then apply their understanding by investigating a topic of their choice to produce a research paper.

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**General Academic Regulations and Student Rules**

The [General Academic Regulations \(G Regulations\)](#) and [General Student Rules](#) apply to all faculties and registered students of the University, as well as all prospective students who have accepted an offer of a place at the University of Pretoria. On registering for a programme, the student bears the responsibility of ensuring that they familiarise themselves with the General Academic Regulations applicable to their registration, as well as the relevant faculty-specific and programme-specific regulations and information as stipulated in the relevant yearbook. Ignorance concerning these regulations will not be accepted as an excuse for any transgression, or basis for an exception to any of the aforementioned regulations. The G Regulations are updated annually and may be amended after the publication of this information.

**Regulations, degree requirements and information**

The faculty regulations, information on and requirements for the degrees published here are subject to change and may be amended after the publication of this information.

**University of Pretoria Programme Qualification Mix (PQM) verification project**

The higher education sector has undergone an extensive alignment to the Higher Education Qualification Sub-Framework (HEQSF) across all institutions in South Africa. In order to comply with the HEQSF, all institutions are legally required to participate in a national initiative led by regulatory bodies such as the Department of Higher Education and Training (DHET), the Council on Higher Education (CHE), and the South African Qualifications Authority (SAQA). The University of Pretoria is presently engaged in an ongoing effort to align its qualifications and programmes with the HEQSF criteria. Current and prospective students should take note that changes to UP qualification and programme names, may occur as a result of the HEQSF initiative. Students are advised to contact their faculties if they have any questions.