Europass Diploma Supplement

This Diploma Supplement model was developed by the European Commission, Council of Europe and Unesco/CEPES. The purpose of the supplement is to provide sufficient independent data to improve the international 'transparency' and fair academic and professional recognition of qualifications (diplomas, degrees, certificates etc.). It is designed to provide a description of the nature, level, context, content and status of the studies that were pursued and successfully completed by the individual named on the original qualification to which this supplement is appended. It should be free from any value judgements, equivalence statements or suggestions about recognition. Information in all eight sections should be provided. Where information is not provided, an explanation should give the reason why.

1. HOLDER OF THE QUALIFICATION

1.1	Surname	Sammut	1.2	Name	Colton
1.3	Date of Birth	09/12/2003	1.4	Student ID	0455803L

2. QUALIFICATION

2.1 Name of qualification

Bachelor of Science (Honours) in Multimedia Software Development

2.2 Main Fields Of Study

Game Developer
Web/UX Designer
Multimedia Programmer
Mobile Applications Developer

2.3 Institution awarding of qualification

This qualification is awarded by the Malta College of Arts, Science & Technology (MCAST), a Further and Higher Education Institution established in 2001 and regulated by the MCAST Act (CAP. 638 of the Laws of Malta). MCAST has self-accrediting status by virtue of the Further and Higher Education (Licensing, Accreditation & Quality Assurance) Regulations (SL 607.03).

2.4 Institution administering studies (if different from the above)

Not applicable

2.5 Language of Instruction/Examination

English

3. LEVEL OF THE QUALIFICATION

3.1 Level of qualification

MQF/EQF Level 6

3.2 Official length of programme

3 year full-time

3.3 Access requirement(s)

A full MQF/EQF Level 4 vocational qualification in a related field of study of typically two years full-time duration as specified in the MCAST Prospectus for the relevant year of entry.
Or
Two A-Level passes and two Intermediate-Level passes (Compulsory A-Level: Computing,
Compulsory A-Level or I-Level: One subject from Pure Mathematics, Applied Mathematics and Physics

4. CONTENTS AND RESULTS GAINED

4.1 Mode of Study

Full-Time

4.2 Programme Requirement(s)

This is a three-year programme through which candidates will be expected to achieve the following learning outcomes:

Design, create and document multimedia content needed in software applications
Design, implement and document game and mobile applications for given requirements
Integrate and synchronize multimedia content with application events
Test and secure software applications and content to conform with industry standards

All candidates must successfully complete a Dissertation.

4.3 Programme Details

Total Credits Required 180   **Total Credits Achieved** 180

Year	Code	Study Unit	ECTS	Grade
2021 - 2022	CDKSK-503-1907	English I	3.0	D
2021 - 2022	ITSFT-506-1606	Software Engineering	6.0	C
2021 - 2022	ITMMD-506-2001	Object Oriented Programming - Multimedia	6.0	B
2021 - 2022	ITMSD-506-2001	UX Design I	6.0	B
2021 - 2022	ITDSN-506-2004	Design and Development	6.0	D
2021 - 2022	ITSFT-506-1608	Data Structures & Algorithms	6.0	A
2021 - 2022	ITMSD-506-1602	Sound Design	6.0	C
2021 - 2022	ITMTH-506-1602	Applied Maths	6.0	C
2021 - 2022	CDKSK-503-1908	English II	3.0	C
2021 - 2022	ITSFT-506-2007	Software Test Automation	6.0	B
2021 - 2022	ITSFT-506-2009	Mobile Applications Development	6.0	A*
2022 - 2023	ITMSD-506-1604	Soft Computing for Games	6.0	D
2022 - 2023	ITMSD-506-1607	Game Level Design	6.0	C
2022 - 2023	ITMMD-506-2002	Client Side Scripting	6.0	D
2022 - 2023	ITCGR-506-2003	Programming for Computer Graphics	6.0	D
2022 - 2023	ITMSD-506-2002	UX Design II	6.0	C
2022 - 2023	ITMSD-506-1606	3D Graphics	6.0	D
2022 - 2023	CDKSK-604-1909	Entrepreneurship	4.0	B
2022 - 2023	CDKSK-602-2105	Community Social Responsibility	2.0	C
2022 - 2023	ITMMD-506-2003	Client Side Scripting II	6.0	A*
2022 - 2023	ITRSH-506-2101	Research Design 1	6.0	D
2023 - 2024	ITIMG-606-1601	Image Processing and Computer Vision	6.0	B
2023 - 2024	ITMSD-606-1608	Mobile Game Development	6.0	B
2023 - 2024	ITMSD-606-1609	Connected Gaming	6.0	B
2023 - 2024	ITMSD-606-1610	Sound Engineering	6.0	D
2023 - 2024	CDWBL-506-1901	Work Based Learning 1	6.0	Pass
2023 - 2024	ITDIS-612-1601	Dissertation	12.0	B
2023 - 2024	ITSFT-606-1620	Programming for the Cloud	6.0	D
2023 - 2024	ITRSH-606-2102	Research Design 2	6.0	C
2023 - 2024	CDWBL-506-1902	Work Based Learning II	6.0	Pass

4.4 Grading Scheme

All MCAST programmes adopt a learner centred approach through a focus on learning outcomes. The assessment of MCAST programmes is criterion-referenced and thus assessors are required to assess learners' evidence against learning outcomes and assessment criteria.

All units are individually graded as:
A* (90-100)
A (80-89)
B (70-79)
C (60-69)
D (50-59)
CP (40-49)

Classification:

The grade awarded for every unit is converted into points according to an established system and the classification determined as per the following guideline boundaries depending on cohort performance:

80% - 100% - First Class
70% - 79% - Second Class Upper Division
60% - 69% - Second Class Lower Division
50% - 59% - Third Class

The 'Administrative Pass' (AP) is a one-time concession given in consultation with the Regulator, allowing students to complete their respective study unit(s). The AP was assigned during the academic year 2023-2024 due to unprecedented circumstances at the College that were beyond the student's control.

4.5	Overall Classification	Second Class (Lower)
	Award Achieved	Bachelor of Science (Honours) in Multimedia Software Development
	Date of start of studies	October 2021

5. FUNCTION OF THE QUALIFICATION

5.1 Access to further studies

Holders of this degree are eligible to register for second cycle programmes leading to Master's degrees in Malta and/or in Higher Education Institutions worldwide.

5.2 Professional Status

Not Applicable

6. ADDITIONAL INFORMATION

6.1 Additional information

The Bachelor of Science (Honours) in Multimedia Software Development provides a good mix of both practical and theoretical subjects to ensure that candidates are well prepared for industry. They also obtain a good knowledge base to allow for further development in the field, both from an educational aspect, as well as for research and development. Candidates are expected to be more independent learners having been exposed to learning both within and outside the classroom environment.

6.2 Further information sources

MCAST Website - www.mcast.edu.mt

7. CERTIFICATION OF THIS SUPPLEMENT

7.1	Date of issue	24/10/2024
7.2	Signature	

Maria Pace

7.3	Capacity	Registrar	7.4	Official Stamp

Student ID   0455803L   To be read in conjunction with Certificate No .24/3193

Office of the Registrar, Malta College of Arts, Science and Technology, Corradino Hill, Paola PLA 9032
Tel (+356) 23987104   Email: registrar@mcast.edu.mt   Page 4 of 5

8. INFORMATION ON THE NATIONAL EDUCATION SYSTEM

Education in Malta is governed by the Education Act - Chapter 327 of the Laws of Malta.

Compulsory education includes six years of primary and five years of secondary education following which students can access further and higher education either through academic or vocation routes. Vocationally oriented students can embark on a vocational route at the Malta College of Arts, Science and Technology (MCAST) or the Institute of Tourism Studies (ITS). MCAST and ITS are vocational areas. Students entering MCAST can progress from further to higher education within the same institution up to Bachelor's level. Alternatively, students can read for the Matriculation Certificate at the University Of Malta Junior College through which they can gain access to University of Malta undergraduate courses.

The diagram below describes the Malta Qualifications Framework for classification of qualifications based on the referencing document to the European Qualifications framework (EQF) and the Qualifications framework of the European Higher education Area (QF/EHEA).

The Malta Qualifications Framework is a meta-framework for the classification of qualifications.

Further information is available on http://www.mfhea.mt

Education Structure in Malta	MQF/EQF Level
Doctoral Degree/Professional Doctorate NA	8
Master's Degree 90/120 credits **Postgraduate Diploma** 60 credits **Postgraduate Certificate** 30 credits	7
Bachelor's Degree **Bachelor's Honours** 180/240 credits — **Bachelor's Degree** **Top-Up Programme** 60-120 credits	6
Undergraduate Certificate 30 credits — **Undergraduate Higher Diploma** 60/90 credits — **Undergraduate Higher Diploma** 90/120 credits — **VET Level 5** 60-120 credits	5
Pre-Tertiary Certificate 30/60 credits — **Matriculation Certificate** Advanced Level Intermediate Level — **VET Level 4** 120 credits	4
General Education Subjects/Certificate Level 3 SEC Grade 1-5 — **VET Level 3** 60 credits	3
General Education Subjects/Certificate Level 2 SEC Grade 6-7 — **VET Level 2** 60 credits	2
General Education Subjects/Certificate Level 1 — **VET Level 1** 40 credits	1
Introductory Level B	B
Introductory Level A	A

Compulsory Education 11 years