



UNIVERSITY OF
CHICHESTER

CELEBRATING
180 YEARS
OF HIGHER
EDUCATION

SCHOOL OF BUSINESS AND MANAGEMENT, XCL

PROGRAMME AND MODULE DESCRIPTORS



XENOPHON
COLLEGE LONDON

MSc

DIGITAL LEARNING

2023 – 2024

This student handbook represents the outcome of a formal University of Chichester approval procedure. It cannot be changed except by one of the minor change procedures described in the *Handbook for Quality and Standards*

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Programme descriptor

Programme summary information		
1	Programme title	MSc Digital Learning
2	Programme code	Leave blank
3	Awarding institution	University of Chichester
4	Teaching institution	XCL
5	PSRB accreditation	N/A

6	Programme description (text for website), including information on employability
<p>Our MSc Digital Learning has been designed to provide students with a critical understanding of digital learning in the modern era, from a multi-disciplinary approach. The EdTech business sector is estimated to be worth around £3.4 billion in 2021 in the UK alone, and steadily growing worldwide due to the recent pandemic. At the end of the programme, students will be able to critically assess and implement digital solutions for the educational sector, taking into consideration an entrepreneurial framework and instructional needs. Students are encouraged to think outside the box and apply the fundamentals of digital learning in a variety of contexts, from more traditional settings such as schools and higher education to organisational learning and development departments.</p> <p>The programme develops students' strategic thinking and analytical skills to examine fundamental digital learning practices, tools and techniques while improving their ability to "tell a story" through a variety of digital means. Soft skills, such as clear communication and effective storytelling, as well as an entrepreneurial mindset, will be challenged and tested through group work and hands-on projects. Students will have the opportunity to test out their managerial skills as applied in the educational sector in a variety of options, whether that be schools, FE/HE, or an organisation. Each module has been designed to include a practical component, which can be tailor-made and applied to real-life contexts.</p> <p>The programme offers in-depth knowledge in different subjects related to digital learning, from how people learn to the tech tools available, fostering students' professional development to answer practical questions such as how, when, and why use specific tools and pedagogies to make effective change. In such a growing market, students will be readied for the careers of the future, careers such as instructional designers, leaders in digital learning, talent and acquisition, and entrepreneurs. This set of capabilities and core skills will be showcased in the final project. Speakers and influential professionals are also invited to explain in practical details their job, and coach students with a specific interest in that area. XCL also benefits from agreements with other EU and non-EU universities, to facilitate students' mobility and enhance their employability.</p>	

7	Programme awards		
7a	Name of the final award	Level	Credits awarded
	MSc Digital Learning	7	180
7b	Exit awards	Level	Credits awarded
	PG Diploma	7	120
	PG Certificate	7	60

8	Exemptions from the Academic Regulations
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N/A

9	Mode of study
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Students can choose between:
 Distance Learning (100% online)
 Blended Learning (1 semester in presence)
 Face-to-face

Face-2-face Students will experience a traditional UK learning environment, within an international context and will attend face-2-face lectures and seminars in our Kent campus. They will have access to a variety of physical and online resources.

Blended Learners will get access to our distance learning provision, with one term (usually the last one) in face-2-face. For those interested, residential activities (compulsory and non) will be available throughout the year. This will allow them to benefit from the flexibility of learning at their own pace during the academic year, and have an element of more traditional learning in a HE environment, with peers and staff, while deepening their knowledge through experiential projects.

Distance Learners are typically students who wish to study more flexibly perhaps due to other personal and/or work commitments. These students are able to access online materials through an extensive VLE.

Full-time students: both distance learners and face-2-face students can apply for a full-time programme.

Part-time students: both distance learners and face-2-face students can apply for a part-time mode of delivery. In that instance, students will be provided with any additional information they need in relation to programme structure, choice of modules and timetable during enrolment.

We use a block teaching schedule, which allows us to concentrate on two 15 credit modules or one 30 credit module every 6 weeks. To promote engagement, students will attend group preparation classes in the morning, as a way of facilitating learning through independent research, peer feedback and critical thinking.

10	Entry requirements
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Home:

Academic Requirement: Undergraduate degree with High 2:1 honours, with a final mark of at least 65%. Or equivalent international qualification.

EU:

Academic Requirement: Undergraduate degree with High 2:1 honours, with a final mark of at least 65%. Or equivalent international qualification.

English Language: Evidence of English language ability (e.g., Toefl min 90; IELTS (Academic) min. 6.5 with at least 6.0 in each skill). In the case of language requirements not being met immediately (i.e., IELTS 6.0), the Institution reserves the right to provide or request the student to participate in an intensive full-time course before the beginning of the first term.

International:

Academic Requirement: Undergraduate degree with High 2:1 honours, with a final mark of at least 65%. Or equivalent international qualification.

English Language: Evidence of English language ability (e.g., Toefl min 90; IELTS (Academic) min. 6.5 with at least 6.0 in each skill). In the case of language requirements

not being met immediately (i.e., IELTS 6.0), the Institution reserves the right to provide or request the student to participate in an intensive full-time course before the beginning of the first term.

Access to HE:

In case prospective students don't meet the entry requirements, alternative academic and/or non-academic certifications could be considered.

11	Programme aims and outcomes
i	Deepen students' knowledge and understanding of the digital education sector, from an entrepreneurial and intrapreneurial perspective.
ii	Critically analyse the state of art in terms of learning through a variety of digital media, as well as in different contexts.
iii	Enhance essential transferable skills such as clearly visualise and communicate their opinions to a professional audience, using a variety of mediums. Also, foster independent critical, creative, and strategic thinking, confident decision-making, and entrepreneurial skills, which will be fostered through practical exercises, projects and group work.
iv	Recognise the challenges faced by the educational sector, and appraise real issues linked to modern ways we learn and teach in the post-Covid era.
v	Design effective and engaging instructional materials, using a variety of digital means, while taking into account accessibility issues as well as the availability of resources.
vi	Critically think about what is needed in the educational sector to promote meaningful change and translate it into a new tech venture.
vii	Appreciate that digital learning means more than adding tech to a more traditional approach and consider people at the core of the instructional design process.
viii	Provide students with an opportunity to test their knowledge in a stimulating and engaging environment, using hands-on projects to test out ideas.

12	Programme requirements		
12a	Level 7: In order to complete this programme a student must successfully complete all the following modules, totalling 180 credits:		
	Module code	Module name	Credit value
	MAN-EDUT 431	EduTech and Instructional Design	30
	MAN-ADT 432	Agile Digital Transformation	15
	MAN-TTL 433	Theories of Teaching and Learning	15
	MAN-DSVP 434	Digital Storytelling and Video Production	30
	MAN-BL 435	Blended Learning and New Ways of Teaching in Practice	15
	MAN-TTDL 436	Tech Tools for Digital Learning	15
	MAN-EDTC 437	EduTech Challenge	30
	MAN-EP 438	Educational Project	30

13	Structure diagram			
	Induction			
Level 7	T1 (PG Certificate)	EduTech and Instructional Design (30 credits)	Agile Digital Transformation (15 credits)	Theories of Teaching and Learning (15 credits)

	T2 (PG Diploma)	Digital Storytelling and Video Production (30 credits)	Blended Learning and New Ways of Teaching in Practice (15 credits)	Tech Tools for Digital Learning (15 credits)
	T3 (Masters)	EduTech Challenge (30 credits)	Educational Project (30 credits)	

14	Overall student workload
<p>Overall student workload consists of class contact hours, independent learning and assessment activity, with each credit equating to a total study time of around 10 hours. Whilst actual contact hours may depend upon the modules selected, the following information indicates how much time students will need to allocate to different activities. Scheduled learning includes lectures, practical classes, workshops and laboratory time specified in their timetables. Directed learning includes placements, work-based learning, visits, online activity and peer learning. Private study includes preparation for assessments and examinations.</p>	

Level 7	
Activity	Hours
Scheduled learning	752
Directed learning	162
Private study	886
Total hours	1800

15	Other information	
A1	Start date	September 2021
A2	Institute/Department	School of Business and Management
A3	Programme leader	Dr. Sara Fazzin
A4	UCAS code	Tbc
A5	JACS/HECoS Code	N1, N2
A6	Language of study	English
A7	Subject benchmark statement	QAA Subject Benchmarks for Masters programmes: Business and Management (2015) Bachelor's programmes: Education Studies (2019)
A8	Date initial programme approval	
A9	Additional programme costs	
A10	Accreditation	

TECHNICAL SPECIFICATION (FOR ACADEMIC REGISTRY / MARKETING)

1. Award	MSc Digital Learning
2. Route	
3. Study Format	Online, Blended, Face-to-face
4. Awarding Institution/Body	University of Chichester
5. Teaching Institutions	XCL
6. Programme Accredited by	University of Chichester
7. Location of Study	Online / London - Wye Campus, Kent
8. Professional, Statutory or Regulatory Body Accreditation	Not applicable
9. QAA benchmarking group	Business and Management (2015) Education Studies (2019)
10. Interim awards	Postgraduate Certificate Postgraduate Diploma