



Prifysgol Cymru
Y Drindod Dewi Sant
University of Wales
Trinity Saint David

Independent Project (BA)

ACCA6020

Semesters 1 + 2





Brief overview of module

- 40 credits
- Culmination of your degree
- Your chance to work on a project that interests **you**
- After initial project proposal period - overseen by supervisor – 20 minutes/week

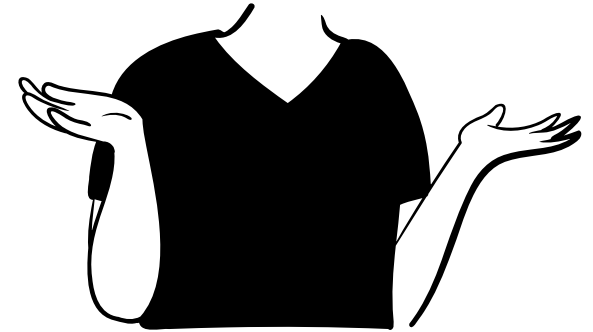


What should I do for my project?

Some general notes:

Your project **MUST** have an implementation – this could be a software implementation or other practical output such as an asset pack or portfolio of work (2D, 3D etc.). **Your project cannot be research only.**

Your project must have some relevance to the title of your degree – eg if your degree title is BA Animation & VFX you must have some animation (or visual effects) in it.





Supervisor's role

- Students work independently with a supervisor to oversee
- The supervisor's role is to use their experience to guide you, make suggestions, make sure you meet deadlines.
- It is not the job of the supervisor to do your project
- It is not the job of the supervisor to give you weekly tasks



ASSESSMENT: BA COMPUTER GAMES DESIGN

- **5% - Proposal** – Monday 20th October 2025 3pm
- **15% Interim Viva** – Thursday January 15th/Friday January 16th 2026
- **40% Report** – Friday 1st May 2026 3pm
(approx. 6,000 words for Games students)
- **40% Final Viva / Games Demo** – Wednesday 6th/Thursday 7th May 2026
(Timeslots TBA)



ASSESSMENT: BA ANIMATION & VFX

- **10% - Proposal** – Timeslots arranged with Phil/Nabeel
- **20% Interim Viva** – Thursday January 15th/Friday January 16th 2026
- **20% Report** – Friday 1st May 2026 3pm

(approx. 4,000 words for AVFX students)

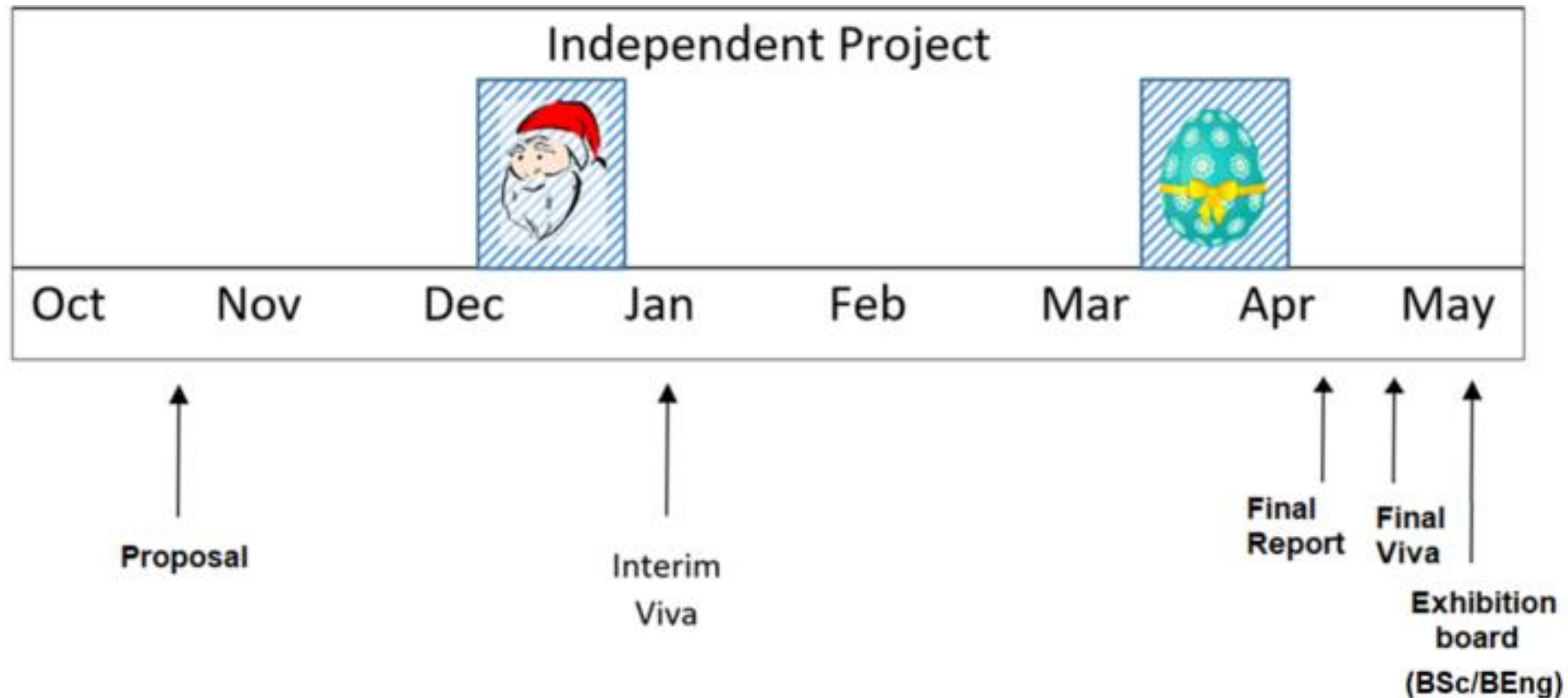
- **50% Final Viva / Artefact** - Wednesday 6th/Thursday 7th May 2026

(Timeslots TBA)





Timeline





Moodle

- Moodle – can we all see the module(s)?
- You should be able to see the module relevant to your course:



L6 – Independent Project (BA)