



# Global Youth Work with Games and Digital Media (Level 9, Master of Arts)

**Aims** The overall objective is to equip youth workers with the analytical capabilities and the technical skills to engage young people in critical social education through creative interactive technologies. In line with the values of Youthwork Ireland and other progressive youth work organisations, Graduates will also have developed research skills and technical skills in the creation and analysis of digital media and games in youth work context. **Entry Requirements** A relevant honours degree or approved equivalent with a minimum award of Second Class Honours Grade 2.2 or A primary honours degree AND at least 3 years relevant professional responsibility and experience. Candidates must also be actively involved in youth work either as a volunteer or a paid employee working at least 5 hours per week with a registered youth work organisation or project. Candidates will need to have demonstrated an adequate level of English, for example IELTS 5.5.

**Content** In response to the feedback from youth workers the course has been designed in progression blocks. All students will complete the modules on Critical Youth Work Theory on successful completion of which the student will undertake blocks in, Games for Youth Engagement, Technology Enhanced Youth Work, and Global Youth Work & Development Education. Each of the modules is worth 5 credits. **Block A Intro' to Critical Youth Work Theory Block B Games for Youth Engagement Block C Technology Enhanced Youth Work Block D Global Youth Work and Development Education** Once the modules have been completed the students will undertake a research dissertation which will be either a piece of primary research or critical reflection on an artefact with the student has created in the Games and or Digital media space.

**Assessment/Examinations** There will be a cross modular project for each block constituting 40% marks for each module. The subject of this will be agreed with the host youth organisation. There will be an essay or project for each module worth 40%. Students will complete a series of online questions based on the lectures which will count for 20% of the module mark. The research dissertation will be assessed as a single piece of work.

**Award:** Master of Arts in Global Youth Work with Games and Digital Media

**Department:** Applied Social Sciences

**Campus:** Online

**Level:** 9

**Duration:** 75 Weeks

The programme is delivered over Five Semesters.

Number of Weeks: 75

Online Lectures: There will be online lectures and reading material provided to be accessed over 2 evenings per week, the content will take approximately 3 hours per session to complete. The time that these sessions can be accessed will be at the discretion of the student.

Seminar: There will be one seminar each semester in the LIT Thurles Campus, at which all students will be expected to attend.

Webinar: Each month there will be a 3 hour Webinar.

Workplace Learning; Students will be expected to spend a minimum of 5 hours per week working/volunteering in a youth work setting.

This programme will commence in January 2019.

**Course Location:** Online Delivery with one seminar each month at the LIT Thurles Campus

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Weeks

## **Course Fees:**

€7,000

## **Contact:**

### **For further information:**

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### **For Academic Related Queries:**

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