



# MCAST

Malta College of Arts, Science & Technology

**MQF Level 3**

**Diploma in iGaming**

**IT3-02-18**

## **Course Description**

MCAST, in collaboration with the European Gaming Institute of Malta (EGIM), is offering this course as the first step to become familiar with the iGaming industry. The course is designed to provide the basic knowledge and skills required to consider working in such an exciting and innovative industry. The course is a pre-requisite for the follow-up two-year Level 4 Advanced Diploma programme. At this level of study, students will be introduced to fundamental subjects in the iGaming, Web development, Multimedia and basic Data Analysis. Also, this course includes a two week work exposure, to help students form a clear idea of the nature of the ICT vocation they intend to follow.

## **Programme Learning Outcomes**

At the end of the programme the learners are able to

1. *Understand how the iGaming industry works;*
2. *Use multimedia systems and web development to satisfy requirements;*
3. *Use basic statistical tools to interpret data;*
4. *Apply ICT knowledge and skills independently.*

## **Entry Requirements**

- MCAST Foundation Certificate  
or
- 2 SEC/O-Level/SSC&P (Level 3) passes  
Compulsory: one subject from Mathematics, Computer Studies, Physics, BTEC  
IT Practitioner/IT VET  
Preferred: English Language

**Current Approved Programme Structure**

<b>Unit Code</b>	<b>Unit Title</b>	<b>ECVET</b>
ITCGR-306-1602	Computer Graphics	6
ITWEB-306-1601	Web Design and Development	6
ITIGM-306-1801	Data Analytics using Spreadsheets	6
ITIGM-306-1802	Overview of the iGaming Industry	6
ITIGM-306-1803	Compliance in the iGaming Industry	6
ITMRK-306-1801	Digital Marketing	6
CDKSK-304-1922	English	4
CDKSK-304-1921	Mathematics	4
CDKSK-304-1923	Malti	4
CDKSK-304-1913	Individual Social Responsibility	4
CDKSK-304-1925	Science	4
CDKSK-304-1924	Information Technology	4
<b>Total ECVET</b>		<b>60</b>

## Unit: ITCGR-306-1602 - Computer Graphics

**Unit level (MQF): 3**

**Credits: 6**

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### Unit Description

This unit presents a general introduction to digital graphics systems. It enables learners to explore techniques associated with the development of an interactive graphics product. The learners will learn about graphics system components, their roles and characteristics, digital media formats, publishing and output. Learners will be familiar with the basic types and characteristics of image files formats optimized for various purposes. In order to be able to apply the knowledge obtained, learners will learn how to use graphics hardware components and graphics application software for media processing. By combining text, images, animations, and applying filters and effects, the learners will be able to present a graphics project.

### Learning Outcomes

**On completion of this unit the student will be able to:**

1. *Understand different types of digital media sources;*
2. *Use common media sources to gather graphics project content;*
3. *Process digital media with appropriate tools;*
4. *Present a graphics project.*

## Unit: ITWEB-306-1601- Web Design and Development

Unit level (MQF): 3

Credits: 6

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### Unit Description

Learners will be introduced to design, creation, and maintenance of web pages and websites. This unit will enable learners to achieve basic understanding of the principles and practice of professional web design and development. One of the tasks is to improve judgmental skills to evaluate website usability. Learners will also learn about web design standards and why they are important. They will gain the skills and project-based experience needed for web design and development using a variety of strategies and tools.

Learners will learn how to structure web pages using HTML how to control presentation using CSS and according to the World Wide Web Consortium (W3C) recommendations. Learners will become familiar with the uses of a web server and creation of websites using a variety of web technologies.

Initially, learners will use popular non-coding (drag and drop) applications, whereas as they progress along the course they will be exposed to manual coding of HTML and CSS scripting.

### Learning Outcomes

On completion of this unit the student will be able to:

1. *Describe the use of a web server and how websites work;*
2. *Plan and design a website according to specific requirements;*
3. *Implement a website according to specification;*
4. *Test and deploy a website on a live web server.*

## Unit: ITIGM-306-1801 - Data Analytics using Spreadsheets

Unit level (MQF): 3

Credits: 6

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### Unit Description

This unit introduces learners to the more advanced features and functions of spreadsheets. Learners will also be introduced to how spreadsheets can be used to support organisational activities such as credit control, marketing, sales forecasting and stock analysis.

Spreadsheets can be set up as reusable templates which produce immediate results when data is input such as payroll or invoice templates.

Utilities such as ordering, sorting and filtering will show the same data in different ways. Complex calculations can be carried out using library functions or users can choose to create their own formulae.

Charts and graphs help to display information more visually. Pivot Tables allow the extraction of significant and useful information from a large data set. Table and Chart Visualisations can be used to create a Dashboard.

One of the main advantages of spreadsheet software is that it can be customised with buttons and macros.

### Learning Outcomes

On completion of this unit the student will be able to:

1. *Understand how spreadsheets can be used to solve complex problems;*
2. *Create technically complex spreadsheets that are well structured and fit for purpose;*
3. *Use functions and formulae to solve complex problems;*
4. *Create efficient automated and customisable spreadsheets that enable easy analysis and interpretation.*

## Unit: ITIGM-306-1802 - Overview of the iGaming Industry

Unit level (MQF): 3

Credits: 6

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### Unit Description

The iGaming industry is one of the fastest-growing industries both locally and across the globe.

The first part of the unit introduces learners to a general overview of the iGaming industry. The unit will outline the history, growth and risk factors, local and global economic contribution, various operators and products, as well as roles and responsibilities of different employees and their functions within this industry.

In the second part of the unit, learners will learn how iGaming companies manage their risks by calculating odds and probabilities, while making use of specific management tools to support their work, such as, compliance management, customer care, sales, products, marketing and management of customers.

### Learning Outcomes

On completion of this unit the student will be able to:

1. *Discuss various iGaming operators and incentives to establish a business in Malta;*
2. *Understand how the iGaming industry contributes and/or impacts today's local and global socio-economy;*
3. *Analyse emerging technologies which may impact the iGaming industry;*
4. *Evaluate "games of chance" from an inward perspective.*

## **Unit: ITIGM-306-1803 - Compliance in the iGaming Industry**

**Unit level (MQF): 3**

**Credits: 6**

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### **Unit Description**

This unit introduces learners to an overview of compliance in the iGaming industry. This unit will go through the Maltese iGaming Regulatory Framework, covering aspects from the Legislation, Regulations and Directives.

In a nutshell, this unit will address areas such as; the fees and taxation companies are obliged to pay, the different types of games recognised by the MGA, the process required to obtain a license and how to be and remain eligible for a gaming licence in Malta.

Along this unit, learners will also be engaged into numerous discussions to analyse the importance of topics such as: social responsibilities, anti-money laundering (AML) measures, player protection and how the EU regulations may affect Malta and the iGaming industry as a whole.

### **Learning Outcomes**

**On completion of this unit the student will be able to:**

- 1. Outline the different Game Types and Gaming Verticals recognised by the MGA;*
- 2. Understand how EU Regulations, EU Directives, EU Decisions and the new Maltese legislation operate and affect the iGaming industry;*
- 3. Recognise the intricacies and requirements of setting up an iGaming company and/or a corporate company;*
- 4. Determine the importance of legislations relevant to the iGaming industry.*

## Unit: ITMRK-306-1801 - Digital Marketing

**Unit level (MQF): 3**

**Credits: 6**

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### Unit Description

Digital marketing is the active promotion of products and services using digital distribution channels as an alternative to the more traditional mediums such as television, print and radio. This unit introduces learners to the basic digital marketing strategy through the AIDA model (Awareness, Interest, Desire and Action).

The first part of the unit will focus on building brand identity using vector graphic design software such as logo, colour, font, email signature, business cards, and marketing collaterals.

The second part will allow the learner to create his/ her online identity through a website which will serve as the home base for selling products or services and give away free content so that one can grow a loyal base of customers. In the modern world, online identity must include media profiles as well and so this unit shall cover Facebook, Twitter, Google+, Pinterest and LinkedIn.

The third part of the unit will cover content marketing that is how you create that content. The best way to find ideas for content to create is to just serve your audience by figuring out what problem do they have and how do you solve their problem. This is all about understanding your target audience.

Finally, the unit will also tackle how to grow one's fanbase through email marketing, blogs and social media pages.

### Learning Outcomes

**On completion of this unit the student will be able to:**

1. *Build a brand identity using vector graphic design software;*
2. *Develop an online identity through a website and social media profiles;*
3. *Create online content to serve a target audience;*
4. *Grow a fanbase through email marketing, blogging, SEO and analytics.*