

<b>Module Title:</b>	Communication Skills
<b>Language of Instruction:</b>	English
<b>Credits:</b>	5
<b>NFQ Level:</b>	6
<b>Module Delivered In</b>	<a href="#">3 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	As well as traditional lectures the students will prepare and present designs to the class. Group projects and teamwork will feature prominently.
<b>Module Aim:</b>	To introduce the student to the skills needed to work in the industry.
<b>Learning Outcomes</b>	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	LO1: Communicate and work effectively in a group.
LO2	LO2: Appreciate traditional and digital methods of communication.
LO3	LO3: Be able to use a source control system.
<b>Pre-requisite learning</b>	
<b>Module Recommendations</b> <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
<b>Incompatible Modules</b> <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
<b>Co-requisite Modules</b>	
No Co-requisite modules listed	
<b>Requirements</b> <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

## Module Content & Assessment

### Indicative Content

#### Software skills

Office software, groupware sharing, communication software.

#### Teamwork

Team members, roles and responsibilities, meeting facilitation.

#### Presenting Skills

Slide deck composition. Presentation delivery. Material production

#### Feedback

Feedback delivery techniques, receiving mechanisms.

#### Version control

Local version control, commits, branches, merges, remotes.

Assessment Breakdown	%
Continuous Assessment	20.00%
Project	60.00%
Practical	20.00%

### Continuous Assessment

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Various lab class exercise. Completed in lab	1,2,3	20.00	n/a

### Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	Create a slide deck and present top the class.	1,2	40.00	Week 10
Project	Create and test board game mod in a group.	1,2	20.00	Week 7

### Practical

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Practical/Skills Evaluation	Participate in a multiuser version control project.	1,2,3	10.00	Week 6
Practical/Skills Evaluation	Complete a single user version control project.	2,3	10.00	Week 5

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

**Module Workload**

<b>Workload: Full Time</b>		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	12 Weeks per Stage	2.00
Laboratory	12 Weeks per Stage	2.00
Independent Learning	15 Weeks per Stage	5.13
Total Hours		125.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	<a href="#">Bachelor of Science (Honours) in Computer Games Development</a>	1	Mandatory
CW_KCIAD_B	<a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a>	1	Mandatory
CW_KCIAD_D	<a href="#">Bachelor of Science in Computing in Interactive Digital Art and Design</a>	1	Mandatory

**Discussion Note:**

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