Module Title:	Communication Skills
Language of Instruction:	English

Credits:	5

NFQ Level:	6

Module Delivered In	3 programme(s)

Teaching & Learning Strategies:	As well as traditional lectures the students will prepare and present designs to the class. Group projects and teamwork will feature prominently.

Module Aim:	To introduce the student to the skills needed to work in the industry.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
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.

Pre-requisite learning	
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*	
No recommendations listed	
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*	
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

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
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	[Bachelor of Science (Honours) in Computer Games Development](#)	1	Mandatory
CW_KCIAD_B	[Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design](#)	1	Mandatory
CW_KCIAD_D	[Bachelor of Science in Computing in Interactive Digital Art and Design](#)	1	Mandatory

Discussion Note:	TEST