

<b>Module Title:</b>	Project
<b>Language of Instruction:</b>	English

<b>Credits:</b>	30
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<b>NFQ Level:</b>	7
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<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
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<b>Teaching &amp; Learning Strategies:</b>	Students are grouped into small teams where each team is coordinated by a tutor. Each team then agrees a provisional specification with their tutor. Teams are given a schedule of milestones in which to research, specify, design, implement and test their chosen project. Teams meet with their tutor at least once per week to get feedback on progress and direction for further work. At two different intervals during the course of the year, each team will present intermediate working builds of their project.
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<b>Module Aim:</b>	1. To enable the students bring together knowledge and skills from other games development modules. 2. To provide students with practical experience in developing moderately size projects as part of a team.
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Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Work as part of a team to complete a UI project
LO2	Schedule and plan tasks necessary to build UI artifacts
LO3	Write, debug and manage UI artifacts in a large code base
LO4	Research and solve UI production problems
LO5	Present and document completed work in a professional manner

Pre-requisite learning	
<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>	
Successful completion of year 2 or equivalent	

**Module Content & Assessment**

**Indicative Content**

No indicative content

**Assessment Breakdown**

**%**

Project

100.00%

No Continuous Assessment

**Project**

<i>Assessment Type</i>	<i>Assessment Description</i>	<i>Outcome addressed</i>	<i>% of total</i>	<i>Assessment Date</i>
Project	The project will be assessed on the basis of work done, presentation, and interview	1,2,3,4,5	100.00	Sem 1 End

No Practical

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>
Independent Learning	15 Weeks per Stage	50.00
Total Hours		750.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCIAD_B	<a href="#">Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design</a>	6	Elective
CW_KCIAD_D	<a href="#">Bachelor of Science in Computing in Interactive Digital Art and Design</a>	6	Mandatory