

Module Title:	Project II (Games)
Language of Instruction:	English
Credits:	20
NFQ Level:	8
Module Delivered In	No Programmes
Teaching & Learning Strategies:	Students select a game development project and agree a provisional specification with their tutor. Students are given a schedule of milestones in which to research, specify, design, implement and test their chosen project. Students meet with their tutor at least once per week to get feedback on progress and direction for further work. During the course of the year, students will make individual presentations on progress at various pre-determined evaluation points. This will be supplemented by a series of lecture sessions on some key topics relevant to game design and development.
Module Aim:	To provide students with practical experience of realistically sized projects; To draw together the various elements of the course.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Produce a fully developed game or game framework (this will be the most significant element of the students portfolio).
LO2	Present material in a professional manner
LO3	Schedule and plan tasks necessary to build a computer game
LO4	Write, debug and manage code in a large code base
LO5	Research and solve programming problems
LO6	Produce high quality documentation.
Pre-requisite learning	
Module Recommendations	
<i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules	
<i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements	
<i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
Successful completion of year 3 or equivalent	

Module Content & Assessment

Indicative Content

Project

Students will work on a major project, the work on which will be co-ordinated by the tutors. Students are expected to devote about 10 hours per week to their project work. The student will have regular meetings with their tutor. The project specifications involve a diverse range of state of the art game technologies. Each student is assigned a separate self-contained project, and uses an Agile process as the main development methodology. During the course of the year, the students will make individual presentations on progress at various pre-determined evaluation points. As this is an evolving methodology, all final documentation is due on the completion date of the project. Final project evaluation by all the tutors takes place at the end of the academic year.

Assessment Breakdown

	%
Project	100.00%

No Continuous Assessment

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	The project is assessed on the basis of presentations on progress at pre-determined evaluation points, and on documentation which accompanies the project.	1,2,3,4,5,6	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

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Independent Learning Time	30 Weeks per Stage	11.33
Laboratory	30 Weeks per Stage	2.00
Total Hours		400.00

