

Module Title:	Project
Language of Instruction:	English
Credits:	30
NFQ Level:	7
Module Delivered In	1 programme(s)
Teaching & Learning Strategies:	Learners will be given the broad parameters within which the project must be undertaken and will then pitch one of several project proposals to a team of project supervisors for approval. Learners are subsequently assigned a supervisor and are given a schedule of milestones in which to research, specify, design, implement and test their chosen project. Learners are also provided with templates for the project deliverables and assigned a source code repository to host their work. Regular scheduled weekly meetings will enable the learner to present their progress and receive feedback and direction for further work. During the course of the project, learners are expected to work independently. At two different intervals during the course of the semester, learners will present intermediate working builds of their project.
Module Aim:	To provide learners with practical experience in developing moderately sized projects in which they apply the knowledge and skills from other games development modules.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Work to a deadline and gain general time management.
LO2	Schedule and plan tasks necessary to build a computer game.
LO3	Produce consistent game development technical documents and media.
LO4	Write, debug and manage code in a large code base.
LO5	Independently research and solve programming problems.
LO6	Present and document completed work in a professional manner.
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 2 or equivalent	

Module Content & Assessment
Indicative Content
Content

Learners are required to develop a fully functional game project with professional documentation in consultation with their assigned project supervisor. The software must contain a significant amount of personal programming effort. The project has a number of distinct deliverables with prescribed deadlines.

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	Sprint 1 deliverables will include a draft of game design document, draft of technical design document, source code repository with commit history, annotated video of sprint prototype. Learners will be required to attend for presentation and interview.	1,2,3,4,5,6	15.00	Week 4
Project	Sprint 2 deliverables will include a draft of game design document, draft of technical design document, source code repository with commit history, annotated video of sprint prototype. Learners will be required to attend for presentation and interview.	1,2,3,4,5,6	20.00	Week 8
Project	The project will be assessed on the basis of work done, presentation, and interview. Deliverables will include: Game design document (LO2, LO3, LO5); Technical design document (LO2, LO3, LO5); Final sprint presentation (LO6); Final sprint video (LO3); Source code repository with commit history (LO1, LO4, LO5).	1,2,3,4,5,6	65.00	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	15 Weeks per Stage	50.00
Total Hours		750.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	Bachelor of Science (Honours) in Computer Games Development	6	Elective