

<b>Module Title:</b>	Project
<b>Language of Instruction:</b>	English
<b>Credits:</b>	20
<b>NFQ Level:</b>	8
<b>Module Delivered In</b>	<a href="#">1 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Students select a 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.
<b>Module Aim:</b>	To provide students with practical experience of realistically sized projects; To draw together the various elements of the course.
<b>Learning Outcomes</b>	
<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.
<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>	
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 2 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 Time	30 Weeks per Stage	16.67
Total Hours		500.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	<a href="#">Bachelor of Science (Honours) in Computer Games Development</a>	7	Mandatory