

<b>Module Title:</b>	Capstone Project
<b>Language of Instruction:</b>	English
<b>Credits:</b>	10
<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. The students are expected to write a final report and make an oral presentation at the end of the semester.
<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.
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>	
No requirements listed	

**Module Content & Assessment**

**Indicative Content**

**Capstone Project**

The project draws upon some or all of the material that students have learned in the Game Development course, and also involves an independent exploration of new intellectual territory. Students are expected to devote about 10 hours per week to their project work, and have regular meetings with their tutor. The project specifications involve a diverse range of state of the art game technologies. It involves an in-depth investigation of one particular topic but to a much greater extent than the students have seen it in class. Each student is assigned a separate self-contained project, and uses an Agile process as the main development methodology. The students are expected to write a final report and make an oral presentation at the end of the semester. The project is evaluated by all the tutors.

**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	n/a	1,2,3,4,5,6	100.00	End-of-Semester

No Practical

No End of Module Formal Examination

**ITCarlow 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>
Project	15 Weeks per Stage	8.33
Total Hours		125.00

**Module Delivered In**

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