

<b>Module Title:</b>	Work Placement
<b>Language of Instruction:</b>	English
<b>Credits:</b>	10
<b>NFQ Level:</b>	7
<b>Module Delivered In</b>	<a href="#">2 programme(s)</a>
<b>Teaching &amp; Learning Strategies:</b>	Members of the course board will operate as placement supervisors; A work programme will be agreed between the placement supervisor and industrial supervisor in consultation with the student; The placement supervisor will monitor the student's progress by maintaining close contact with the student and industrial supervisors; Students will be visited during the placement by placement supervisor(s). All students going on placement must abide by the Institute's latest placement policy.
<b>Module Aim:</b>	To provide the learner with the opportunity of applying the knowledge and skills acquired on the course in a relevant industry. Moreover, it enables participants to establish a relationship with companies and organisations with whom the participants may later gain employment as a graduate.

Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Apply the practical skills acquired on the academic programme within the workplace;
LO2	Describe the organisation of the host company and his/her role within it
LO3	Describe the operational practices within the host company
LO4	Work as a member of a team and have developed appropriate communication and interpersonal skills

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>	
No requirements listed	

**Module Content & Assessment**

**Indicative Content**

**Work Placement**

To prepare the students for work placement there will be a 1-hour tutorial session each week in the first term. Prospective supervisors from our industrial partners will give a presentation to the students on their company, their work, and what is expected of the students during placement. The industrial placement will last for six months. This module is assessed on a Pass/Fail basis

**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	Student placement final report of host enterprise and the overall experience, e.g. company organisational structure, learning outcomes, etc. This report must be submitted upon completion of the placement module except when the programme board have agreed otherwise. Students may also have to present Peer group presentation concerning their placement at the end of the placement period. Students will maintain a reflective learning log during their placement period. This will be used to compile their final report. A report from the employer regarding the student performance on placement will also be required.	1,2,3,4	100.00	n/a

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>
Tutorial	24 Weeks per Stage	1.00
Total Hours		24.00

**Module Delivered In**

Programme Code	Programme	Semester	Delivery
CW_KCCGD_B	<a href="#">Bachelor of Science (Honours) in Computer Games Development</a>	3	Mandatory
CW_KWCCD_B	<a href="#">BSc (Honours) in Creative Computing and Digital Innovation</a>	3	Elective