

Module Title:	Work Placement
Language of Instruction:	English
Credits:	30
NFQ Level:	7
Module Delivered In	1 programme(s)
Teaching & Learning Strategies:	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.
Module Aim:	To provide the learner with the experience of working in a relevant industry and put into practice the knowledge and skills gained on the academic phase of the course
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Function within a professional work environment.
LO2	Apply knowledge, skills and competencies acquired during the programme of study to the work place
LO3	Describe the organisation and operational practices of the host company and their role within it
LO4	Demonstrate development and application of interpersonal and self-management transferrable skills, such as communication, problem solving, teamwork, etc.
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>	
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. Students may also have to present Peer group presentation concerning their placement at the end of the placement period. Students will maintain a reflective diary and learning log during their placement period. This will be used to compile their final report and this must be signed and verified by the employer. 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

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>
Tutorial	12 Weeks per Stage	1.00
Lecture	Per Semester	29.52
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