

Module Specification

Module Summary Information

1	Module Title	Object-Oriented Programming
2	Module Credits	40
3	Module Level	4
4	Module Code	MED4138

5	Module Overview
<p>The purpose of this module is to give you the opportunity to learn the C# programming language, and to gain a deeper understanding of programming concepts such as object-orientation.</p> <p>You will also begin learning the art of reflection and will demonstrate this by delivering a reflective presentation about your experience in this module.</p>	

6	Indicative Content
<ul style="list-style-type: none"> • Lectures • Workshops • Tutorials 	

7	Module Learning Outcomes
On successful completion of the module, students will be able to:	
1	Apply a programming language to implement an object-oriented software solution to a video game development brief.
2	Analyse and apply an existing game framework to implement a software solution.
3	Use effective communication methods to describe a process of software development.
4	Reflect upon applying a programming language together with a framework to engineer a software solution that satisfies a given brief.

8	Module Assessment		
Learning Outcome	Coursework	Exam	In-Person
1-2	X		
3-4			X

9 Breakdown Learning and Teaching Activities	
Learning Activities	Hours
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	120
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	200
Private Study (PS) includes preparation for exams	80
Total Study Hours:	400