

Module Specification

Module Summary Information

1	Module Title	Computer Science and Web Technologies Primer
2	Module Credits	20
3	Module Level	4
4	Module Code	MED4141

5	Module Overview
<p>The purpose of this module is to give you, the students, the opportunity to get to grips with the basic foundations of computer-science and understand program-flow such as conditions and loops. It will also allow you to gain an appreciation of what video games are and how they generally work, from a high-level perspective.</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 Demonstrate an understanding of web development approaches to create a user-led interaction.
	2 Describe a software development process for creating an interactive experience for a web-based application.

8	Module Assessment		
Learning Outcome			
	Coursework	Exam	In-Person
1-2			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	60
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	100
Private Study (PS) includes preparation for exams	40
Total Study Hours:	200