

Module Specification

Module Summary Information

1	Module Title	Application of High Performance Libraries
2	Module Credits	40
3	Module Level	5
4	Module Code	MED5149

5	Module Overview
<p>The purpose of this module is to give you the opportunity to learn about and apply a C++ Library to help with the development of a software artefact.</p> <p>You will describe and reflect on what the library adds to an application, and also how you have gone ahead and used it for the creation of your application.</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 high performance programming language to implement an object-oriented software solution to a video game development brief.
2	Analyse and apply an existing library to implement a software solution.
3	Use effective communication methods to describe an existing library.
4	Reflect upon applying a high performance programming language together with a library 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