

## Module Information

2022.01, Approved

### Summary Information

Module Code	5105COMSCI
Formal Module Title	Sandwich Year - Computer Games Development
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	120
Academic level	FHEQ Level 5
Grading Schema	Pass/Not Pass

### Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

### Learning Methods

Learning Method Type	Hours
Tutorial	10

### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	36 Weeks

### Aims and Outcomes

Aims	The aim is to provide students with an extended period of work experience at an approved partner that will complement their programme of study at LJMU. This will give students the opportunity to develop professional skills relevant to their programme of study as well as the attitude and behaviours necessary for employment in a diverse and changing environment.
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**After completing the module the student should be able to:**

## Learning Outcomes

Code	Number	Description
MLO1	1	Discuss the importance of appropriate professional behaviours in the workplace
MLO2	2	Identify the professional and personal skills necessary for effective employment within a professional environment
MLO3	3	Demonstrate an awareness of the scope, structure and operation of the host organisation
MLO4	4	Reflect upon the impact of the placement on their personal and professional development

## Module Content

Outline Syllabus	Prior to the commencement of the placement there will be a period of preparation for the placement. The nature of the learning experience will depend upon the placement provider. The nature of the placement will be approved in advance by the university to ensure that the experience is appropriate and relevant to the student's programme of study.
Module Overview	
Additional Information	This extended placement forms a key part of a sandwich degree. All placements need to be assessed and approved prior to commencement in line with the LJMU Placement Learning Code of Practice. The Code of Practice requires students to conduct themselves in a professional and responsible manner during the placement - failure to do so may lead to the placement being terminated prematurely. Placements are normally for one calendar year on a full-time basis. Split placements of a shorter duration may be permissible. There is an expectation that a minimum of 1200 hours will be spent in the workplace.

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Portfolio	Placement portfolio	100	0	MLO1, MLO2, MLO3, MLO4

## Module Contacts

### Module Leader

Contact Name	Applies to all offerings	Offerings
Janet Lunn	Yes	N/A

### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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