

## Module Information

2022.01, Approved

### Summary Information

Module Code	5115COMSCI
Formal Module Title	Study Year Abroad - Computer Games Development
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	120
Academic level	FHEQ Level 5
Grading Schema	40

### Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

### Learning Methods

Learning Method Type	Hours
Tutorial	4

### Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	28 Weeks

### Aims and Outcomes

Aims	The aim is to provide students with an additional year of study at an approved overseas partner that will complement their programme at LJMU.
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**After completing the module the student should be able to:**

### Learning Outcomes

Code	Number	Description
MLO1	1	Demonstrate the acquisition of programme-related learning having followed an approved course of study abroad

## Module Content

Outline Syllabus	The modules to be taken during the year will be agreed in advance by the student, programme leader and overseas provider and approved by FQAEC.
Module Overview	
Additional Information	This is an additional year of full-time study at an approved higher education institution. The modules to be studied must be agreed in advance, and must be appropriate for the student's programme of study. Assuming successful completion of this year, mark-bearing credit will be awarded by the Faculty Recognition Group. The grade conversion scale to be used will be made available in advance of the year abroad.

## Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Artefacts	Credit from grade conversion	100	0	MLO1

## Module Contacts

### Module Leader

Contact Name	Applies to all offerings	Offerings
Abdenmour El Rhalibi	Yes	N/A

### Partner Module Team

Contact Name	Applies to all offerings	Offerings
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