

Liverpool John Moores University

Title: STUDY YEAR ABROAD - COMPUTER GAMES DEVELOPMENT
Status: Definitive
Code: **5115COMSCI** (122583)
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Computer Science and Mathematics

Team	Leader
Abdennour El-Rhalibi	Y

Academic Level: FHEQ5
Credit Value: 120
Total Delivered Hours: 4
Total Learning Hours: 1200
Private Study: 1196

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Tutorial	4

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Artefacts	Transcript	LJMU credit and grade based upon record of achievement at host institution	100	

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.

Learning Outcomes

After completing the module the student should be able to:

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

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Credit from grade conversion 1

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.

Learning Activities

The nature of the learning activities will vary depending upon the modules selected.

Notes

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.