

Liverpool John Moores University

Title: Computer Games Development Placement
Status: Definitive
Code: **6003CMPLC** (120843)
Version Start Date: 01-08-2019

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

Team	Leader
Stephen Tang	Y

Academic Level: FHEQ6 **Credit Value:** 0 **Total Delivered Hours:** 0

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Placement/Practice	0

Grading Basis: Pass/Not Pass

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Placement Report	100	

Aims

Computer Games Development Placement

Learning Outcomes

After completing the module the student should be able to:

- 1 Computer Games Development Placement

Learning Outcomes of Assessments

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

Placement Report 1

Outline Syllabus

Computer Games Development Placement

Learning Activities

Computer Games Development Placement

Notes

Computer Games Development Placement