

DOCUMENT CONTROL & APPROVAL

Issue	Amendment Detail	Name	Date Approved
0.1	Templates added to the submission library	QAE	30/05/2018
0.X	Academic Director Approval and submission to QAE		
1.0	QAE Approval		

Module Guide

Module name: Individual Specialist Computing Project:
Distributed Systems

Module code: COMP260

Credit weighting: 20

Module leader: Gareth Lewis

2019-2020

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Aims & Learning Outcomes:

Module Aim

To research and apply creative computing to the domain of computer networking and distributed processing.

Summary Module Description

On this module, you gain a deeper understanding of distributed systems, networking and database technology. You will learn about the use of these technologies in the context of games and further gain practical experience of applying that learning to a game development project. You will learn industry-standard socket architecture, database systems, as well as security and concurrency models that can create high performance, robust, and secure multiplayer games.

Learning Outcomes

At the end of the module, you will be able to ...		
LO #	LO name	e.g. Level 4 LO
6	Architect	Integrate appropriate data structures and interoperating components into software, with reference to their merits and flaws.
7	Research	Develop an argument on a topic using appropriate research methods, primary and secondary sources, and academic conventions.

Project Brief(s):

Project 1 title:	Computing Artefact
Project Tutors:	Gareth Lewis
Start date:	Semester II
Deadlines:	Please logon at MyFalmouth for a personalised submission schedule.
Project Brief:	
approach.	
Assessment:	
The detailed assignment brief can be found at: https://github.com/Falmouth-Games-Academy/bsc-assignment-briefs/raw/2019-20/comp260/1/2019-20-comp260-assignment-1-brief.pdf	

Project 2 title:	Technical Report
Project Tutors:	Gareth Lewis
Start date:	Semester II
Deadlines:	Please logon at MyFalmouth for a personalised submission schedule.
Project Brief:	
Assessment:	
<p>The detailed assignment brief can be found at:</p> <p>https://github.com/Falmouth-Games-Academy/bsc-assignment-briefs/raw/2019-20/comp260/2/2019-20-comp260-assignment-2-brief.pdf</p>	

Road Map

	Type	Week	Description
	Introductory Lecture	1	1hr introduction to the module and assignments
	Weekly lecture	2-5 7-12	2hr theory lecture
	Proposal Reviews	2	1hr review of planned projects
	Weekly tutorial	2-5 7-12	2hr development workshop
	Project Viva	13	

Learning methods and terms:

1	Lecture	<p>A presentation or talk on a particular topic.</p> <p>Lectures may follow the traditional model with a member of staff presenting ideas and facts to a group, or may involve other methodologies such as film screenings and discussions.</p> <p>Lectures may involve large audiences or smaller groups, as required by the topic.</p> <p>Take notes and/or record lectures so you can refer back to the information later. Many lectures will have an accompanying presentation which will be made available on the learning space.</p>
2	Seminar	<p>A discussion or classroom session focusing on a particular topic or project.</p> <p>Seminars are sessions that provide the opportunity for students to engage in discussion of a particular topic and/or to explore it in more detail than might be covered in a lecture. A typical model would involve a guided, tutor-led discussion in a small group.</p>
3	Technical workshop	<p>A session involving the development and practical application of a particular skill or technique.</p> <p>Practical workshops will consist of induction or training in technical equipment, production processes, or software. Take notes and/or record workshops so you can refer back to the information later. The skills learnt are critical to the effective delivery of assessment elements and you are expected to work on and develop these skills in your guided independent study time.</p>
4	Tutorial	<p>Tutorials will be held with individual students or small groups. You are able to discuss specific aspects of the module and receive feedback and advice on the assessment elements. Take notes and/or record tutorials so you can refer back to the discussion later. Reflect on the feedback and consider how to implement advice and suggestions to drive your project forward.</p>
6	Formative assessment	<p>Formative assessment occurs throughout the module. You will receive ongoing critical feedback on your work through process discussions, side-coaching or tutorials. Reflect on the feedback and consider how to implement advice and</p>

		suggestions to drive your project forward. Focus on improving in areas where you need to strengthen your response to the learning outcomes.
7	Summative assessment	Summative assessment occurs at the end of the module. You will receive critical verbal or written feedback on your work and an assessment band grade. Reflect on the feedback and consider how to implement advice and suggestions to improve in the next module. Focus on developing the areas where you need to strengthen your response to the learning outcomes.

Learning resources:

<u>Learning Space</u>	All module information, lecture presentations, useful links, and other critical documentation will be available for you to download from the module learning space page. The learning space will also be used to upload digital submissions and interactive activities such as forums.
Module resource list (hyperlink tbc)	All recommended reading and published resources for the module will be available to view on the Talis Aspire resource list. Essential reading will be indicated at the top of the list.
<u>One Stop Search</u>	An excellent tool for academic research.
<u>Electronic resources</u>	Access to a wide range of digital content, many of which through subscriptions paid for by the university. Resources include business, trends and trade directories; material databases; e-books; newspaper articles; etc.
<u>Study Hub</u>	Support across a wide range of academic skills, including time management; research skills; referencing; reading and note making; academic writing; etc.

Professionalism:

Attendance

Attending all your timetabled sessions is one of the best ways to help you succeed in this module. In accordance with the Student Charter, you are expected to arrive on time and take an active part in all your timetabled sessions. If you are unable to attend a session for a valid reason (e.g. illness), please contact your Module Leader.

Health and Safety

Please make sure you are fully aware of all health and safety rules and protocols relating to your studio practice, including inductions. You can find the course health and safety rules and workshop protocols on the Learning Space on the course homepage:

<http://learningspace.falmouth.ac.uk/course/view.php?id=417§ion=1>

Intellectual Property

Please make sure you are fully cognisant of Intellectual Property law as it affects your work. Refer to second year teaching and handouts on the Learning Space here :

<http://learningspace.falmouth.ac.uk/course/view.php?id=449§ion=7>

and to the government's Intellectual Property Office publications, e.g.

<https://www.gov.uk/topic/intellectual-property/copyright>

and <http://www.ipo.gov.uk/blogs/iptutor/creative-copyright-part-1/>.