



COMP110

Principles of Computing  
Module Induction

# Online session etiquette

- ▶ Please keep your microphone muted unless called on to speak
- ▶ Cameras are optional in my sessions
- ▶ Sessions are recorded – if you use your mic or camera then you consent to being recorded
- ▶ Questions? Feel free to post in the chat or use the “raise hand” button
- ▶ Refrain from irrelevant chat, memes etc – remember this is a professional environment, not a Twitch channel!
- ▶ Zero tolerance for bullying, harassment, derogatory language etc

# Module information

- ▶ Module information can be found on **Akari**
- ▶ <https://falmouth.akarisoftware.com/>

# Module choice

- ▶ This slide is for **BA(Hons) Game Development: Programming** students only!
- ▶ You must take **either**:
  - ▶ COMP110 Principles of Computing
  - ▶ GAM120 Theory I: Reading Experiences
- ▶ Strongly recommended that you take COMP110 **unless** you lack the mathematics prerequisite
- ▶ Module change form can be found on MyFalmouth – feel free to discuss with Michael Scott or me

# Module choice

- ▶ This slide is for students on these courses:
  - ▶ BSc(Hons) Computing for Games
  - ▶ BSc(Hons) Immersive Computing
  - ▶ BSc(Hons) Robotics
  - ▶ BSc(Hons) Computer Science
- ▶ COMP110 is **mandatory** for you!



# Assignments

- ▶ Assignment 1: Worksheet Tasks
  - ▶ Weekly (ish) worksheets covering a variety of topics
- ▶ Assignment 2: Research Journal
  - ▶ To be introduced in a few weeks' time
- ▶ Full details are available on LearningSpace



Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Computing history and profession	Algorithms	Data types	Research skills	Complexity	Studio practice week
Worksheet 1: SpaceChem	Worksheet 2: Flowcharts/Pseudocode	Worksheet 3: Booleans/Binary	Worksheet 4: LaTeX	Worksheet 5: Complexity	Research journal
Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Research presentations	Data structures		Algorithm strategies	Numerical representations	Machine code
Research journal		Worksheet 6: Data structures	Worksheet 7: Recursion	Worksheet 8: Floating point	Worksheet 9: TIS-100
Winter holiday					
Week 13	Week 14	Week 15			
Assessment & feedback vivas		Formal feedback			

Week 1	Week 2	Week 3	Week 4	Week 5	Week 6
Lecture (1 hr)	Lecture (1 hr)	Lecture (1 hr)	Lecture (1 hr)	Lecture (1 hr)	Midterm review (1.5 hr)
Workshop (2 hrs)	Workshop (3 hrs)	Workshop (3 hrs)	Workshop (3 hrs)	Workshop (3 hrs)	
	Tutorial (1 hr)	Tutorial (1 hr)	Tutorial (1 hr)	Tutorial (1 hr)	Tutorial (1 hr)
Week 7	Week 8	Week 9	Week 10	Week 11	Week 12
Lecture (1 hr)	Lecture (1 hr)	Lecture (1 hr)	Lecture (1 hr)	Lecture (1 hr)	Lecture (1 hr)
Research journal presentations (3 hrs)	Research journal peer review (3 hrs)	Workshop (3 hrs)	Workshop (3 hrs)	Workshop (3 hrs)	Workshop (3 hrs)
	Tutorial (1 hr)	Tutorial (1 hr)	Tutorial (1 hr)	Tutorial (1 hr)	Tutorial (1 hr)
Winter holiday					
Week 13	Week 14	Week 15	<div>For information only! Check MyTimetable for up-to-date timetable information</div>		
Worksheet vivas (1.5 hr)					





**Worksheet 1** is available now for  
you to start working on!

