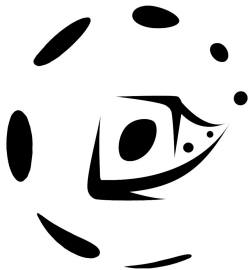


COMP110

Principles of Computing



20 credits
Compulsory for BSc Computing for Games

Introduction

Module description.

Aims

- ▶ Outcome 1
- ▶ Outcome 2
- ▶ Outcome 3

Overview

Grid goes here.

Learning Outcomes

Grid goes here.

Additional Resources

[Link to support material](#) [Link to assignment briefs](#) [Link to Talis Aspire reading list](#)