# COMP140
# Creative Computing: Codecraft

FALMOUTH
UNIVERSITY

20 credits
Compulsory for BSc Computing for Games
Brian McDonald

# Introduction

This module builds upon Creative Computing: Tinkering, allowing you to further develop confidence with object-orientated programming and the creative approach to computing in the games development context. You will take code in multiple contexts, and learn ways and methods for bringing these together in synthesis in order to build more interesting and complex systems. Part of this will involve hacking together different sets of open-source code, hardware, and web services together; all the while considering issues such as intellectual property law and licensing.

# Aims

This module aims to help you:

- Understand the role of the computing professional in the games industry
- Understand how to organise, repurpose, and augment code from multiple sources to build a unified solution
- Understand how to generate innovation at a basic level

| LO | Learning Outcomes | Assessment Criteria |
|---|---|---|
| 1 | Show a basic understanding of creative computing solutions using professional techniques. | To modify and repurpose existing code from multiple sources and apply the basic principles of software engineering to solve problems. |
| 3 | Show a basic development of the ability to reflect critically on and evaluate working methods and solutions. | Evaluate your working practice showing that you understand the analytical approach required to learn from your practical work. |
| 5 | Show a basic understanding of how to approach computing problems to create innovative solutions. | To creatively repurpose existing code from multiple sources towards a unified solution and use a combination of sources to generate ideas and new solutions. |
| 6 | Show a basic understanding of methods used to help set goals, manage workloads to meet deadlines and to work collaboratively. | Meet deadlines by planning available time effectively and show an understanding of how to plan and manage time. |

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| **Academic Staff** | Brian McDonald | |
| | Alcywn Parker (Physical Computing Specialist) | |
| | Martin Cooke (Moderator) | |
| **Assignments** | Code Combination I — API Tasks | 30% |
| | Code Combination II — Individual Game & Controller | 70% |
| **Indicative Hours** | Sessions | 36 hours |
| | Directed Reading | 18 hours |
| | API Tasks | 24 hours |
| | Individual Game & Controller | 46 hours |
| | Self-Directed Study | 36 hours |
| | Self-Directed Studio Practice | 40 hours |
| | | **200 hours** |

Each study block represents 600-hours of study. This means that 40 hours of study per week (including contact time) is expected, alongside a further 120-hours of studio practice across the assessment period.

# Additional Resources

Session Plans & Materials:
`http://learningspace.falmouth.ac.uk/course/view.php?id=1252`

Assignment Briefs:
`http://github.com/falmouth-games-academy/bsc-assignment-briefs/tree/2017-18/comp140`

Reading List:
`http://resourcelists.falmouth.ac.uk/modules/comp140`