

BSc Computer Games Development – 3rd Year (Level 9) direct entrants Paisley Campus

Programme leader and Year Leader: Dr John Sutherland (Room E260, 0141 848 3421, john.sutherland@uws.ac.uk)

Your year leader acts as your personal tutor and should be your first point of contact if you have any questions about your studies.

Information for Current Students

The University web site (<http://www.uws.ac.uk/current-students/>) has much general useful information for current students. Please have a look here if there are general questions you need answered throughout your course. If the information is not there please contact your year leader/personal tutor.

Trimester 1 modules

Module code	Module title	Coordinator
COMP0901 2	Games Project: Design & Plan	John Sutherland john.sutherland@uws.ac.uk
COMP0902 9	Advanced Flash Production	Patrick Walder patrick.walder@uws.ac.uk
COMP0908 4	Professionalism in the Creative Technologies	John Nixon john.nixon@uws.ac.uk

Dates – teaching starts in week beginning Monday 24th September 2012 and continues for 12 weeks up to and including week beginning 10th December 2012.

Trimester 2 modules

Module code	Module title	Coordinator
COMP0901 5	Games Project: Creating Game	John Sutherland john.sutherland@uws.ac.uk
COMP0907 8	Advanced Programming for Mobile Devices	Alistair McMonnies alistair.mcmonnies@uws.ac.uk
COMP0901 4	Analysing Computer Games (recommended option)	Jim Scullion jim.scullion@uws.ac.uk

Dates – teaching starts in week beginning Monday 4th February 2013 and continues for 12 weeks up to and including week beginning 29th April 2013. Week beginning 1st April is an Easter break when there will be no classes.

Timetables

Are available at <http://www.uws.ac.uk/schools/school-of-computing/courses/> for both trimesters. Please make sure you look at Paisley campus. This is a long document. Your group is:

Group timetable - PAI_COMPSCI-CGDS-2, Computer Games Development 2

Make sure you know where and when your trimester 1 classes are.

Assessment

Each module will have a separate assessment scheme – these will consist of course work hand-ins, class and practical tests. You will be informed of the dates for these module by module. The assessment deadlines may extend beyond the teaching weeks.

All modules are graded – you will get a score corresponding to the following grades:

A – Excellent 70+

B1 – Very good 60 – 69

B2 – Good 50 – 59

C – Competent 40 – 49

D – Fail 30 – 39

E – Bad Fail 0 – 29

Success

If you pass all your modules at C or higher you will be eligible to proceed to the next level of your course.

If you should fail any module you will be given resit opportunities to resubmit work or attend assessments again over the summer.

Banner ID

Each of you has a banner ID (B00*****). This is an important identifier allowing you to log onto various information systems of UWS and access your student email.

The University web site (www.uws.ac.uk) has a link for current students on its front page – this provides a link to the features described below – and many other sources of information.

Moodle (Virtual Learning Environment) moodle.uws.ac.uk

UWS uses moodle as its virtual learning environment. Each of your modules will have a moodle site associated with it. The moodle sites contain important information about your course and modules and will be an important way of giving you information.

The web address is moodle.uws.ac.uk, your id is your banner number and your initial password is your date of birth (ddmmyy). Further information can be found here

<http://www.uws.ac.uk/current-students/it-and-printing-services/access-to-services/moodle-access/>.

Student Email

UWS students are automatically allocated a student email address. It takes the format:

[bannerid]@studentmail.uws.ac.uk.

UWS student email addresses will be used as a formal means of communicating with students. So it is important that you check your student email. There are ways you can get the student email to be forwarded to another email account.

More information about student email accounts can be found at

www.uws.ac.uk/studentemail.

Self service banner

After studying for your modules, producing the good work that will ensure your pass you will want to see your results. These will be made available on self service banner https://ssb.uws.ac.uk/BANProd/twbkwbis.P_GenMenu?name=homepage. Follow the links to find out how to log in here.

Enrolment

After this induction session most of you will need to enrol online at <http://www.uws.ac.uk/current-students/induction-and-enrolment/enrolment/>. You will need to ensure that your funding has been arranged and is in place as you will be asked about this during the online process.

If you are a student from a Non-EU/EEA country you need to enrol in person. Prior to enrolment you need to have a member of staff add your module list for you. You should then attend on Tuesday 18th September 2012 in the Brough Hall between 9 am – 4pm to complete the process. Please view the following link to see what you need to bring - <http://www.uws.ac.uk/current-students/induction-and-enrolment/enrolment/non-eu-students/>.