MODULE SPECIFICATION PROFORMA

Module Code:	COM549

Module Title:	Industrial Placement

Level:	5	**Credit Value:**	120

Cost Centre(s):	GACP	JACS3 **code**: HECoS code:	I100 100366

Faculty:	Arts, Science and Technology	**Module Leader:**	Rich Hebblewhite

Scheduled learning and teaching hours	10 hrs
Guided independent study	590 hrs
Placement	600 hrs
Module duration (total hours)	1200 hrs

Programme(s) in which to be offered (not including exit awards)	Core	Option
BSc (Hons) Computer Science (with Industrial Placement)	✓	
BSc (Hons) Computing (with Industrial Placement)	✓	
BSc (Hons) Computer Networks and Security (with Industrial Placement)	✓	
BSc (Hons) Cyber Security (with Industrial Placement)	✓	
BSc (Hons) Computer Game Development (with Industrial Placement)	✓	
BSc (Hons) Computer Game Design and Enterprise (with Industrial Placement)	✓	
BA (Hons) Game Art (with Industrial Placement)	✓	

Pre-requisites
None

Office use only

Initial approval: 28/11/2018 Version no:1

With effect from: 01/09/2019

Date and details of revision: Revalidated BA (Hons) Game Art approved 15/6/20 with effect from Sept 20 Version no:2

Module Aims

The module aims to provide students with the opportunity to gain valuable experience of the computing-related workplace via first-hand experience. This module allows students to undertake a sustained period, embedded with a host employer, to work on one or more defined projects or goals. The student will be expected to find and secure a suitable placement opportunity. The Industrial Placement will normally take place during the normal academic year, as if over the two normal University semesters. As such its duration should normally be in the region of 20-40 weeks dependent on working hours.

Intended Learning Outcomes

Key skills for employability

KS1	Written, oral and media communication skills
KS2	Leadership, team working and networking skills
KS3	Opportunity, creativity and problem solving skills
KS4	Information technology skills and digital literacy
KS5	Information management skills
KS6	Research skills
KS7	Intercultural and sustainability skills
KS8	Career management skills
KS9	Learning to learn (managing personal and professional development, self-management)
KS10	Numeracy

At the end of this module, students will be able to		Key Skills	
1	Devise a plan of work in response to a recognised need in a working environment	KS1	KS2
		KS3	KS5
		KS7	KS8
2	Recognise and identify the role that a computing professional can play in a defined project, or projects, in terms of their technical and professional skills	KS3	KS5
		KS6	KS7
		KS8	KS9
3	Apply computing specific skills and knowledge to a defined project, or projects, in a working environment either as an individual or in a team	KS1	KS2
		KS3	KS4
		KS7	KS8
4	Work effectively to a plan and deliver upon the requirements of the workplace host	KS2	KS3
		KS4	KS7
		KS8	KS9
5	Reflect upon their experiences in a workplace setting in terms of their subject specific, and professional, knowledge and skills development	KS1	KS3
		KS5	KS7
		KS8	KS9

Transferable skills and other attributes

Students will gain substantial experience of the working environment and its associated challenges.

Derogations

N/A

Assessment:

Indicative Assessment Tasks:

Assignment 1 is the Placement Specification, produced by the student and this must be approved and agreed by both the placement coordinator, placement supervisor and the placement mentor. This will detail the aims and plan for the placement.

Assignment 2 is a progress report, produced by the student before the end of the first semester (approximately halfway through the placement) and will document their work done so far and an updated placement plan.

Assignment 3 is a learning log, which will be a diarised record of the student's activities and experience during the placement. This will also include comments and feedback from their mentor at the placement provider organisation. Students are expected to produce one entry ever 3 to 4 weeks during placement. This will be assessed at the conclusion of the placement.

Note: modules with pass/fail results will not be taken into account in the determination of honours award classification.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)	Duration (if exam)	Word count (or equivalent if appropriate)
1	1, 2	Coursework	Pass/Fail	N/A	1000
2	1, 2, 3, 4	Report	Pass/Fail	N/A	3000
3	3, 4, 5	Learning logs/journals	Pass/Fail	N/A	8000

Learning and Teaching Strategies:

Students will receive initial support and guidance, via introductory lectures and tutorial support/planning work for their placement. However, the majority of the module will take place whilst the student is with their host employer. Students will be allocated an academic supervisor, who will be their contact point at the University during the placement and will provide any additional support and guidance regarding the academic requirements of the student's particular placement.

Syllabus outline:

There is no specific syllabus for the module as it is anticipated that the role and experiences of students undertaking this module are likely to vary with their chosen degree programme.

Indicative Bibliography:
Essential reading
Computing Industrial Placement Handbook, Glyndwr University.
Other indicative reading
Belbin, M. (2009), *The Belbin Guide to Succeeding at Work*. London: A&C Black. Isaacson, W. (2015), *Steve Jobs: The Exclusive Biography*. London: Abacus. Whitcomb, C.A. and Whitcomb, L.E. (2013), *Effective Interpersonal and Team Communication Skills for Engineers*. Hoboken, NJ: John Wiley & Sons. Wozniak, S. (2007), *I, Woz: Computer Geek to Cult Icon - Getting to the Core of Apple's Inventor*. London: Headline Review.