Prifysgol Wrecsam
Wrexham University

Module specification

When printed this becomes an uncontrolled document. Please access the Module Directory for the most up to date version by clicking on the following link: <u>Module directory</u>

Module Code	COM549
Module Title	Industrial Placement
Level	5
Credit value	120
Faculty	FACE
HECoS Code	100366
Cost Code	GACP

Programmes in which module to be offered

Programme title	Is the module core or option for thisprogramme
BSc (Hons) Computer Science (with Industrial Placement)	Core
BSc (Hons) Computing (with Industrial Placement)	Core
BSc (Hons) Computer Networks and Security(with Industrial Placement)	Core
BSc (Hons) Cyber Security (with Industrial Placement)	Core
BSc (Hons) Computer Game Development(with Industrial Placement)	Core
BSc (Hons) Computer Game Design andEnterprise (with Industrial Placement)	Core
BA (Hons) Game Art (with Industrial Placement)	Core

Pre-requisites

None

Breakdown of module hours

Learning and teaching hours	10 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
Total active learning and teaching hours	**10** hrs
Placement / work based learning	600 hrs
Guided independent study	590 hrs

Module duration (total hours)	1200 hrs

For office use only	
Initial approval date	28/11/2018
With effect from date	01/09/2019
Date and details of revision	10/05/2023 AB approval of Games suite revalidation 08/11/2023 Addition of programme titles during Computing revalidation
Version number	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.

Module Learning Outcomes - at the end of this module, students will be able to:

1	Devise a plan of work in response to a recognised need in a working environment
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
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
4	Work effectively to a plan and deliver upon the requirements of the workplace host
5	Reflect upon their experiences in a workplace setting in terms of their subject specific, and professional, knowledge and skills development

Assessment

Indicative Assessment Tasks:
This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

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. (1,000 words)

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. (3,000 words)

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. (8,000 words)

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 (%)
1	1,2	Coursework	Pass/refer
2	1,2,3,4	Written Assignment	Pass/refer
3	3,4,5	Written Assignment	Pass/refer

Derogations

N/A

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.

Indicative 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:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

Computing Industrial Placement Handbook, Wrexham 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.