

AMITY GLOBAL INSTITUTE

MODULE SYLLABUS

Course	Bachelor of Science (Honours) Creating Computing Awarded by University for the Creative Arts (UK)
Module Title	Creative Coding 02 (Objects)
Module Syllabus No. (if any)	CCOM5002
Content	<p>What do we do? This unit follows on from Creative Coding 01 (Lexicon), and expands your skills in programming languages and coding practice. You will get to know higher level programming languages, version control systems and the manipulation of complex data sets.</p> <p>Why do we do it? Ability to produce well documented, modular, and trackable code, is part of best practice when providing code that others will want to use. Increasing your exposure to a wider set of languages, will also cause you to reflect on what you understand as the structural fundamentals of all coding languages.</p> <p>How do we do it? We start by developing your coding skills further, introducing key concepts such as object-oriented programming. Later in the unit you will join a research team with specific goals and areas of interest, learning to communicate your ideas, goals, and project development as you work. A series of projects and exercises will introduce you to provisioning and packaging applications for a range of platforms and devices.</p>
No. of Teaching Hours	72 hours
Teaching Methods	Lectures, workshop
Assessment Methods and Weightages	100% portfolio
Skills for Maximising Learning Outcomes	Reading and Research
Dates of Examinations, Major Assessments and Assignments	See University Academic Calendar
Recommended Text	Fuller, M. (2008) Software studies : a lexicon. Cambridge MA: MIT Press.
Additional Reference Texts (if any)	Kaisler, S. (2005) Software paradigms. Hoboken, N.J. : Wiley-Interscience Klanten, R. (2008) Data flow. 1st ed. Berlin: Gestalten. McConnell, S. (2004) Code Complete, Microsoft Press
Additional Remarks (if any)	

No.	Learning Outcomes/Aims
1	Develop more complex software applications utilising higher level languages and development platforms.
2	Utilise version control and code sharing systems to manage project development.
3	Apply communication skills, and documentation techniques to ensure the successful and efficient production of software applications, especially when working as part of a team.
4	Apply diagramming techniques to ensure the successful and efficient production of software applications, especially working as part of a team.
5	To expand students' knowledge base of coding languages and version control systems.
6	To expand students' knowledge base of documentation best practices.
7	To engage students with a range of application platforms and devices, encouraging the design and development of flexible and modular systems.

Note: All Information provided to Amity will be kept strictly confidential except for those required under statutory requirements and by government authorities and relevant university partners and accreditation bodies as part of the regulatory or course requirements.

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8	To appreciate the critical importance and application of communication, project management and independent learning skills.
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