

AMITY GLOBAL INSTITUTE

MODULE SYLLABUS

Course	Bachelor of Science Honours in Computer Science (Games Development) (University of London)
Module Title	Introduction to Programming I
Module Syllabus No. (if any)	CM1005
Syllabus / Content / Learning Outcomes	This module is focused on basic programming techniques. By taking this module, you will learn how to use the basic elements of computer programming such as variables, conditionals, functions and loops. You will also learn how to create interactive, graphical computer programs. You will also be introduced to basic object-oriented programming techniques.
No. of Teaching Hours	Contact Hours – Lectures, Seminars & online activity (22 x 3) = 66 Independent Preparation, pre-reading and analysis = 84 TOTAL = 150
Teaching Methods	Lectures, tutorials, case-studies analysis, research journals and group discussion.
Assessment Methods and Weightages	Coursework I 50% and Coursework II 50% At least 35% in each element of summative assessment and a combined weighted average of at least 40%, subject to the application of rules for compensation.
Skills for Maximising Learning Outcomes	Reading and research
Dates of Examinations, Major Assessments and Assignments	Please refer to www.london.ac.uk exam tables If your effective date of registration is: <ul style="list-style-type: none">• 1 October, you will take your first examination(s) in March of the following year,• 1 April, you will take your first examination(s) in September of the same year.
Topics covered	<ul style="list-style-type: none">• Your development environment• Drawing in 2D• Variables, Objects and Interaction• Conditional Statements• Basic loops and arrays• Traversing with for loops• Functions• Advanced loops and arrays• Extending Objects• Constructor functions

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.