

## Description

This course enables students to learn the basics of IT and Programming for all specialisations, except students in the Game Programming specialisation who take the "C++ Programming Language" module.

## Detailed objectives

This module enables students to:

- Change the code of an interactive application to change certain aspects (speed, form, etc.).
- Identify specific variables and instructions, as well as the amendments required in an iterative process in order to obtain the desired outcome.
- Write a simple code to create an interactive animation.
- Have a general understanding for major IT components: architecture, network, system, etc.

## Assessment methods

### Session 1

'Processing' Practical class to be delivered during a lesson.

Multiple-choice questionnaires throughout the module.

### Session 2

Same as in Session 1 (at the end of Semester 2).