

COURSE MODULE INFORMATION

CT255: Next Generation Technologies II

Semester 2 | Credits: 5

This module covers 2 streams: - 2D Game Design & Programming - Information Systems in Health Care
(Language of instruction: English)

Learning Outcomes

1. Develop 2D computer games and animations using Java.
2. Incorporate the following techniques in their software development: multi-threading, backbuffering.
3. Incorporate the following techniques into computer game development: A* pathfinding, cell-based game state modelling, collision handling, sprite-based animation.
4. Gain an in-depth understanding of primary care and secondary care information systems in view of the needs and requirements of these healthcare domains.
5. Distinguish between coding and classification concepts in medicine.
6. Analyse / characterise medical patient record systems and understand how these can be implemented in relational databases.
7. Appreciate and apply system analysis methodologies (i.e. Petri Nets) for IS and workflow modelling in health care.
8. Recognise the role and trends of communication in health care, including modern communications protocols.

Assessments

Written Assessment (100%)

Module Director

DESMOND CHAMBERS: [Research Profile](#) | [Email](#)

Lecturers / Tutors

SAM REDFERN: [Research Profile](#)

MICHAEL SCHUKAT: [Research Profile](#)

The above information outlines module CT255: "Next Generation Technologies II" and is valid from 2015 onwards.
Note: Module offerings and details may be subject to change.