MODULE SPECIFICATION

Part 1: Information			
Module Title	The Information Practitioner 2		
Module Code	UFCFN6-30-2	Level	Level 5
For implementation from	2019-20		
UWE Credit Rating	30	ECTS Credit Rating	15
Faculty	Faculty of Environment & Technology	Field	Computer Science and Creative Technologies
Department	FET Dept of Computer Sci & Creative Tech		
Module type:	Project		
Pre-requisites	IT Practice: Skills, Models and Methods 2019-20		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description

Educational Aims: This module takes an holistic, integrative approach to information in human activity systems in order to develop students' understanding of the information practitioner through experiential exposure to a wide range of topics.

Students are expected to gain an understanding of software engineering processes (with particular focus on requirements engineering), systems and processes development lifecycle as well as standard project management methodologies.

Students may practise software engineering techniques relative to the weight of the technical dimension in their change project.

In addition to the Learning Outcomes, further educational experience may explore, develop, and practise but not formally discretely assess the social dynamics and inter-personal, political or ethical challenges experienced by the information practitioner in live projects with people.

Outline Syllabus: Students will be exposed to topics from amongst the following:

Further understanding of the socio-technical hybrid nature of information practice - modelling and differentiating business, information and technical objectives and benefits

Understanding and interpreting information activities in workplaces from a user perspective – motivation, participation, user resistance

Understanding systems (and software) development lifecycle as well as IT service management practices

Contemporary patterns of IT usage from a management perspective – end-user vs corporate systems, technology and job design, foundations of IT and IS strategy

Familiarisation with structured project management environments, application of the underpinning philosophy and principles of agile in a project situation even in a non-agile environment, and communicating technical and agile concepts to non-technical people

Team-working, team roles, delegation, time management, reporting and accountability

Working and communicating with peers, users and business or technical specialists orally, electronically and in writing

Understanding and questioning assumptions, expectations and opportunities surrounding IT in the workplace from multi-stakeholder perspectives

Technology, its social context and the search for a good fit between the two

IS maintenance; introduction to sustainability and information practice

Development of the information practitioner - using, extending and evaluating methods, techniques, tools and technologies; reflective practice for personal and methodological development

Teaching and Learning Methods: Contact time: 72 hours
Assimilation, development and application of knowledge and skills: 148 hours
Portfolio development: 60 hours
Presentation preparation: 20 hours
Total study time: 300 hours

The contact time of 72 hours per year is made up of:
A weekly two hour multi-purpose workshop focused on student collaborative learning in teams, with tutor support as project supervisors and facilitators of conceptual development.
Weekly one hour lectures and/or project or case study briefing sessions and/or large group activities facilitated by tutors or guest speaker including UWE or external personnel, to complement the workshop programme.

A student-centred workshop-based approach is used. Students work in small semi-autonomous teams with tutor supervision and support. A staged programme typically involves:

Preparation and planning:
Key concepts in information practice are introduced, and students are prepared for stages 2 to 5, and briefed on the ensuing project requirements.

Situational investigation:
An information systems investigation in a real workplace is prepared, conducted, reviewed and documented, embracing technical and social elements from user and management perspectives.

Project definition:
Opportunities for improvement identified in stage 2 are reviewed by students in conjunction with host and supervisor, and a practical information systems project is negotiated and documented.

Project execution:
The project defined in stage 3 is carried out, monitored, controlled and delivered to the host.

Review and write-up:

The project is reviewed, and documented for an academic audience in practical and conceptual terms.

Practical project opportunities are provided where possible through collaboration with hosts, who are treated as clients. Hosts may be administrative or academic units within the University, or external organisations. Projects are generally diverse in their nature: some involve feasibility studies or systems analysis; others involve web development or usability studies, evaluation, user training or support work.

Methodological development is supported through re-use of methods learnt previously, and enhanced with tutor and peer support.

Conceptual development is promoted in parallel with the project work by relating students' and others' practice to the theoretical content, and vice-versa. This is supported by case studies of information practice in domains that complement the project context.

The tutor's main role is to facilitate experiential learning through reflective practice. This is complemented by practitioner input. Formative advice and support is provided throughout, as well as summative feedback.

Part 3: Assessment

There will be two assessments, each giving attention to the quality and quantity of individual contributions to the project and case study work, and incorporating formative aspects.

The main assessment is via a team portfolio with individually monitored contributions assessed at stages during the year incorporating formative advice. This assessment focuses primarily on the practical aspects of the module learning outcomes.

A team-based presentation, which also takes into account individual performance, requires students to review, reflect on and conceptualise their work in relation to the more theoretical aspects of the module learning outcomes. "Rehearsals" in the form of interim review workshops during the year will offer formative support for this assessment.

First Sit Components	**Final Assessment**	**Element weighting**	**Description**
Portfolio - Component A		75 %	Portfolio
Presentation - Component A	✓	25 %	Presentation
Resit Components	**Final Assessment**	**Element weighting**	**Description**
Portfolio - Component A	✓	100 %	Enhanced portfolio (individual)

STUDENT AND ACADEMIC SERVICES

Part 4: Teaching and Learning Methods		
Learning Outcomes	On successful completion of this module students will achieve the following learning outcomes:	
	Module Learning Outcomes	**Reference**
	Analyse and communicate a range of social and technical phenomena affecting information practice in a real workplace	MO1
	Understand information systems lifecycle from discovery, analysis and modelling of the requirements (the needs) to implementation, assessment, maintainability and sustainability	MO2
	Investigate, analyse, model and make a small change in information use through socio-technical change, working semi-autonomously and professionally with others throughout, using agile methods	MO3
	Identify, select, justify, use and evaluate methods, tools, techniques and technologies from across a range based on their suitability demonstrating reflective practice	MO4
	Define, plan, execute, monitor, control and review a live project following systematic methodologies in compliance with business and industry standards, demonstrating self and team management as well as effective human communications	MO5
	Identify and demonstrate a practical understanding of the alignment of technology with business needs, applying standard practices for IT service management like Information Technology Infrastructure Library (ITIL)	MO6

Contact Hours	**Independent Study Hours:**	
	Independent study/self-guided study	228
	Total Independent Study Hours:	228
	Scheduled Learning and Teaching Hours:	
	Face-to-face learning	72
	Total Scheduled Learning and Teaching Hours:	72
	Hours to be allocated	300
	Allocated Hours	300

Reading List	*The reading list for this module can be accessed via the following link:*
	https://uwe.rl.talis.com/modules/ufcfn6-30-2.html

STUDENT AND ACADEMIC SERVICES

Part 5: Contributes Towards
This module contributes towards the following programmes of study: Software Engineering for Business [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19 Information Technology Management for Business [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19 Business Computing [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Information Technology Management for Business [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Software Engineering for Business [Sep][FT][Frenchay][3yrs] BSc (Hons) 2018-19 Business Computing [Sep][SW][Frenchay][4yrs] BSc (Hons) 2018-19