Module Specification

IT Practice: Collaborative Project

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Contents

Part 1: Information

Module title: IT Practice: Collaborative Project

Module code: UFCFN6-30-2

Level: Level 5

For implementation from: 2023-24

UWE credit rating: 30

ECTS credit rating: 15

Faculty: Faculty of Environment & Technology

Department: FET Dept of Computer Sci & Creative Tech

Partner institutions: None

Field: Computer Science and Creative Technologies

Module type: Module

Pre-requisites: IT Practice: Skills, Models and Methods 2022-23

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

Overview: Not applicable

Features: Not applicable

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

Part 3: Teaching and learning methods

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.

Module Learning outcomes: On successful completion of this module students will achieve the following learning outcomes.

MO1 Analyse and communicate a range of social and technical phenomena affecting information practice in a real workplace

MO2 Understand information systems lifecycle from discovery, analysis and modelling of the requirements (the needs) to implementation, assessment, maintainability and sustainability

MO3 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

MO4 Identify, select, justify, use and evaluate methods, tools, techniques and technologies from across a range based on their suitability demonstrating reflective practice

MO5 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

MO6 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)

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 228 hours

Face-to-face learning = 72 hours

Total = 300

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

Part 4: Assessment

Assessment strategy: 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.

Assessment tasks:

Presentation (First Sit)
Description: Presentation
Weighting: 25 %
Final assessment: Yes
Group work: Yes
Learning outcomes tested: MO1, MO4, MO6

Portfolio (First Sit)
Description: Portfolio

Weighting: 75 %
Final assessment: No
Group work: Yes
Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

Presentation (Resit)
Description: Presentation
Weighting: 25 %
Final assessment: Yes
Group work: Yes
Learning outcomes tested: MO1, MO4, MO6

Portfolio (Resit)
Description: Portfolio
Weighting: 75 %
Final assessment: No
Group work: Yes
Learning outcomes tested: MO1, MO2, MO3, MO4, MO5

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Information Technology Management for Business [Frenchay] BSc (Hons) 2022-23

Software Engineering for Business [Frenchay] BSc (Hons) 2022-23

Business Computing [Frenchay] BSc (Hons) 2022-23

Software Engineering for Business {JEP}[Sep][FT][Neusoft][4yrs] BSc (Hons) 2021-22

Business Computing {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2021-22

Business Computing {Foundation} [Feb][FT][GCET][4yrs] BSc (Hons) 2021-22

Business Computing {Foundation} [Oct][FT][GCET][4yrs] BSc (Hons) 2021-22

Business Computing {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2021-22

Software Engineering for Business {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2021-22

Software Engineering for Business {Foundation} [Sep][FT][Frenchay][4yrs] BSc (Hons) 2021-22