MODULE SPECIFICATION

Part 1: Information			
Module Title	Applied Computing Project		
Module Code	UFCFGE-30-3	Level	Level 6
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	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description

Educational Aims: See Learning Outcomes

Outline Syllabus: Developing a clear understanding of research methodologies in a work-based scenario and the further development of project management techniques.

The quantitative and qualitative research methods.

The nature of bias in research and recognised methods of reducing bias.

Carrying out a literature research to inform a new project.

Different research tools to gather, assess and analyse the data obtained.

Ethical issues surrounding the collection, interpretation, dissemination and use of IT information.

Appraising the research techniques and their suitability for the problem in hand.

How to build a realistic research project proposal and selecting appropriate resources.

The basis of the module is to follow a research project from initial conception through proposal, implementation, testing to final presentation and evaluation.

Teaching and Learning Methods: 108 hours scheduled learning

192 hours Independent learning

Scheduled learning will comprise Lectures, Seminars, extensive use of 1:1 Tutorial and Interactive Learning.

All students are expected to attend a series of tutorials.

Introductory lectures (20%) are supported by seminars (30%) and individual/group supervision (50%)

300 hours study time of which 108 hours will represent scheduled learning.

Independent learning includes hours engaged with essential reading, preparation, project preparation and completion etc. Student study time will be organised each week with a series of both essential and further readings.

Part 3: Assessment

A range of assessment techniques will be employed to ensure that learners can meet the breadth of learning outcomes presented in this module.

Project Proposal Presentation: A project feasibility study will be first undertaken with a clear definition of the problem and the outcomes, which must be discussed/agreed with the module leader in advance as having a suitable content for the module. The proposal will then be constructed to include a rationale (why/who), objectives (specific goals), background (problem statement, resulting perhaps from a literature review), description (activities to be conducted), budget (resources), schedule.

Software and development documentation: The subject specific practical project will embody the full system lifecycle from conception, planning and design, through organisation, execution and management, to delivery, reflective review and objective assessment of the outcomes. The project will contain an element of research which should demonstrate appropriate techniques but may take a variety of forms e.g. independently acquired practical skills (in a particular software development language or application) to ensure/enhance the outcome.

Opportunities for formative assessment exist for each of the assessment strategies used. Verbal feedback is given and all students will engage with personalised tutorials setting SMART targets as part of the programme design.

First Sit Components	**Final Assessment**	**Element weighting**	**Description**
Project - Component A	✓	75 %	Software and development documentation (5000 words)
Presentation - Component A		25 %	Project proposal presentation (15 mins, in-class)
Resit Components	**Final Assessment**	**Element weighting**	**Description**
Project - Component A	✓	75 %	Software and development documentation (5000 words)
Presentation - Component A		25 %	Project proposal presentation (15 mins, in-class)

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
Select, develop and justify the need for a practical application for a business related situation	MO1
Identify and research the resources required to achieve the practical project and its feasibility	MO2
Produce the project plan and design the solution for the practical project that incorporates the additional technical skills that have been developed independently	MO3
Implement the practical project on the selected platform and present it to the beneficiaries/sponsor	MO4
Test and evaluate the completed product and justify how it met the beneficiaries/sponsor's requirements	MO5

Contact Hours

Independent Study Hours:	
Independent study/self-guided study	192
Total Independent Study Hours:	192
Scheduled Learning and Teaching Hours:	
Face-to-face learning	108
Total Scheduled Learning and Teaching Hours:	108
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/index.html

Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Applied Computing {Top-Up} [Sep][PT][UCW][2yrs] BSc (Hons) 2018-19