



MODULE SPECIFICATION

Part 1: Information			
Module Title	Information Technology Project		
Module Code	UFCFFC-30-3	Level	Level 6
For implementation from	2018-19		
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		
Contributes towards	Information Technology [Sep][FT][Frenchay][1yr] BSc (Hons) 2018-19		
Module type:	Project		
Pre-requisites	None		
Excluded Combinations	None		
Co- requisites	None		
Module Entry requirements	None		

Part 2: Description
<p>Overview: The Information Technology Project is an individually executed project that enables the student to select and investigate a topic of interest beyond or even outside the normal level of treatment in the taught modules. It will allow the student to demonstrate the ability to independently learn the skills and abilities required for a complex project and demonstrate their problem solving ability within the chosen area.</p> <p>Educational Aims: See Learning Outcomes</p> <p>Outline Syllabus: The subject of the project will be agreed between the student, the supervisor and the module leader. Suitable topics may stem from staff, the student and occasionally other outside organisations. It must involve research followed by software, hardware or other artefact development derived from it. Projects may be based on rigorous practical research rather than pure technology development; however, clear solutions or recommendations must be developed from the research undertaken.</p>

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Whatever the subject, the student will be expected to treat material critically and to demonstrate their understanding of material from their award and be able to apply it practically to their project topic.

Teaching and Learning Methods: This project module is based around workshop methods and group tutorial sessions where a supervisor will meet in timetabled sessions with all their supervisees.

2 x 3 hour workshops in the first two weeks. (6 hours)

2 hour group tutorial sessions with supervisor every 2 weeks. (18 hours)

Hours

Contact time 24

Assimilation and development of knowledge 76

Proposal, Research report and Milestones 60

Prototype, Product and Final Report 140

Total study time 300

Each student will be assigned a supervisor who will meet regularly with the students as a group to help plan and manage the work. It is the student's responsibility to research material and techniques appropriate to the subject of the project. The responsibilities of the supervisor are primarily to provide guidance on the management of the project, the standard of work required, what can realistically be achieved in the available time and to give feedback on work done (including the writing of the report). Wherever possible students will be assigned a supervisor with an interest in the project topic but this cannot be guaranteed.

In the initial stages of the project, the student and their tutor will discuss objectives that must be achieved and appropriate scope for the project. Relative importance of the various aspects of the project will be defined by negotiation between the student and supervisor. Projects develop unpredictably, the initial objectives are only intended as a guide to the level expected and details may change. One learning objective is concerned with the student coming to terms with creatively and proactively managing the scope of the project.

The students and supervisor will meet regularly for group tutorials throughout the duration of the project. These groups will be assigned based on similarity of project. Progress will be reviewed and assessed in these sessions. A variety of these will include milestone assessment, where simple milestone tasks must have been completed, i.e. prioritised requirements or research questions. The students are expected to stay in contact with and make use of their group for peer support, guidance and review.

An interim, research report will be submitted in the middle of the teaching year. This will present the student's background research, recommendations for their product and key development directions. The student must also produce a prototype that will be presented at the same time during the tutorial sessions.

The final project will involve a report plus supporting material in the form of: software and documentation; hardware design and build; or other supporting documentation and materials.

Part 3: Assessment

The assessment strategy for this module is devised to scaffold the students through their project, requiring them to deliver suitable project components at regular intervals throughout the year.

The first set of assessed elements – the project proposal, research report, prototype and progress milestones – has a relatively low percentage mark allocated to each, and while the marks available for these sections are designed to encourage student attention to the entire project process, the role of these elements is mainly formative, devised to guide students towards a higher quality final product and report.

The final product and report form the main body of the summative assessment, assessing the outcome of the project as a whole.

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First Sit Components	Final Assessment	Element weighting	Description
Written Assignment - Component A		10 %	Outline Proposal
Report - Component A		20 %	Research report
Practical Skills Assessment - Component A		10 %	Prototype
Portfolio - Component A		10 %	Progress milestones
Final Project - Component A	✓	50 %	Final product and report
Resit Components	Final Assessment	Element weighting	Description
Final Project - Component A	✓	100 %	Final product and report

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Part 4: Teaching and Learning Methods																			
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Reading List	<p>The reading list for this module can be accessed via the following link:</p> <p>https://uwe.rl.talis.com/index.html</p>																		