



Module Specification

Information Technology Project

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Part 1: Information

Module title: Information Technology Project

Module code: UFCFFC-30-3

Level: Level 6

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: None

Excluded combinations: None

Co-requisites: None

Continuing professional development: No

Professional, statutory or regulatory body requirements: None

Part 2: Description

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.

Features: Not applicable

Educational aims: See Learning Outcomes

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.

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.

Part 3: Teaching and learning methods

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.

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

MO1 Demonstrate problem solving in a complex project

MO2 Independently research a comprehensive body of knowledge in a chosen information technology subject and apply that practically

MO3 Critically synthesise information and discipline specific techniques

MO4 Recognise the value of iterative design, prototyping and risk management

MO5 Proactively control the scope of a complex and evolving project

MO6 Write and present their research, conclusions and results professionally

MO7 Effectively manage their own time to deliver suitably ambitious projects

Hours to be allocated: 300

Contact hours:

Independent study/self-guided study = 276 hours

Face-to-face learning = 24 hours

Total = 300

Reading list: The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/index.html) via the following link <https://uwe.rl.talis.com/index.html>

Part 4: Assessment

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

The first elements of the portfolio– the project proposal, research report, prototype and progress milestones – have 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.

Assessment tasks:**Portfolio (First Sit)**

Description: Portfolio consisting of project milestones, final product and report

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

Portfolio (Resit)

Description: Portfolio consisting of project milestones, final product and report

Weighting: 100 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7

Part 5: Contributes towards

This module contributes towards the following programmes of study:

Information Technology {Top-Up} [INTUNI] BSc (Hons) 2023-24

Information Technology {Top-Up} [SHAPE] BSc (Hons) 2023-24

Information Technology {Top-Up} [Phenikaa] BSc (Hons) 2023-24

Information Technology {Top-Up} [Frenchay] BSc (Hons) 2023-24

Information Technology {Top-Up} [INTUNI] BSc (Hons) 2023-24

Information Technology {Top-Up} [Frenchay] BSc (Hons) 2022-23

Information Technology {Top-Up} [INTUNI] BSc (Hons) 2022-23

Information Technology {Dual}[Mar][FT][Taylors][3yrs] BSc (Hons) 2021-22