STUDENT AND ACADEMIC SERVICES

MODULE SPECIFICATION

Part 1: Information			
Module Title	Computing Project		
Module Code	UFCFR4-45-3	Level	Level 6
For implementation from	2018-19		
UWE Credit Rating	45	ECTS Credit Rating	22.5
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
Overview: Pre-requisites: 90 credits at level 2 **Educational Aims:** See learning outcomes. **Outline Syllabus:** There is no specific syllabus for this module as the project is an individual piece of work, exploring an idea from conception through to realisation. Nonetheless, elements of the project process are covered in a short lecture series at the start of the academic year. The lectures will normally be delivered by the module leader or their nominee. and covers topics such as: Choosing a project Researching the project idea

Making use of your supervisor

Moving from research to requirements

Writing up the project.

In parallel with the lecture series, students will identify (or be allocated) a supervisor. They will then agree the subject of the project with the supervisor and the Module Leader. Suitable topics may stem from staff, the student, the student's employer or other outside organisations. The topic must lend itself to research followed by a software development process based on the research.

The research component will include the identification of a suitable topic and subsequent investigation from books, papers and other sources.

Requirements should be derived from the research, wSoftware development will include the identification of suitable tools and methodologies to use.

Whatever the subject the student will be expected to treat material critically and to demonstrate their understanding of the relevance of material both to their award to the project topic. They will also be expected to reflect on the tools and methodologies used and, at the project completion, comment on their suitability.

Teaching and Learning Methods: Each student will be assigned a supervisor who will meet them regularly to discuss progress and to give guidance on planning and managing the work. It is the student's responsibility to research material and techniques appropriate to the subject of the project.

Wherever possible students will be assigned a supervisor with an interest in the project topic but this cannot be guaranteed. The responsibilities of the tutor are primarily to provide guidance on the management of the project, the standard of work required, what can realistically be done in the available time and to give feedback on work done (including the writing of the report).

In the initial stages of the project the student and their tutor will discuss objectives which must be achieved if the project is to receive a pass grade. Criteria which must be met for a higher grade will also be identified. (Projects develop unpredictably, the objectives are only intended a guide to the level expected and details may change).

At the beginning of the academic year in which the project is undertaken, a short series of lectures will provide the student with the context in which the project is to be undertaken.

Scheduled learning therefore includes lectures and project supervision.

Independent learning includes hours engaged with essential research, the development of requirements, design, programme code, programme testing and debugging, preparation and completion of the project report etc.

Part 3: Assessment

There are three elements to the assessment of the Computing project. The major piece of assessed work is the project report. This will be between 12000 – 15000 words plus supporting material in the form of software and documentation where appropriate. The report is submitted upon completion of the project and carries 85% of the available marks. The report will typically be assessed on the following criteria:

Extent, level and relevance of research.

Requirements analysis (which may include defining the scope of a development project and/or an analysis of research information).

Identification and application of developmental, scientific or design methodology.

Choice and application of technology to implementation.

Evidence of self management and critical reflection on the project content and process.

Clarity of exposition within the report.

In addition, at approximately the middle of the project period, students are required to attend a project-in-progress day. The project-in-progress day is organised as a poster event and students are expected to prepare a poster that describes their project idea and progress to date. The day is attended by academics from across the department and is an opportunity for students and staff to discuss and exchange ideas about their work. The day also provides an opportunity for students to check their progress against their peers. 5% of the available marks are devoted to the material produced for the project in progress day. Finally, after submission of the project report, students are invited to demonstrate their software to their supervisor and second reader. 10 marks are attached to this demonstration.

First Sit Components	Final Assessment	Element weighting	Description
Set Exercise - Component A	✔	5 %	Project-in-progress poster
Report - Component A		85 %	Project report (12,000 – 15,000 words plus supporting material in the form of software and documentation where appropriate)
Project - Component A		10 %	Demonstration (20 mins)
Resit Components	Final Assessment	Element weighting	Description
Set Exercise - Component A		10 %	Demonstration (20 mins)
Report - Component A	✔	90 %	Reworked project report

Part 4: Teaching and Learning Methods	
Learning Outcomes	On successful completion of this module students will be able to:

	Module Learning Outcomes
MO1	Investigate a topic from their award area at a deeper level than is covered in other modules
MO2	Research academic and commercial papers and use the knowledge and information gained from the research to inform a development project
MO3	Elucidate an initial idea in such a way as to make it meaningful to other students and academics
MO4	Solve a real-life problem, synthesising and critically evaluating information from multiple sources in the search this solution
MO5	Follow a development lifecycle from an initial idea through to the realisation of a software artefact
MO6	Identify and apply tools and methodologies appropriate to a particular problem
MO7	Communicate both the nature of the artefact developed and the process by which it was produced in a significant piece of writing
MO8	Demonstrate a software artefact and discuss its attributes and shortcomings in person

STUDENT AND ACADEMIC SERVICES

Contact Hours	Contact Hours	
		4
	Independent Study Hours:	
	Independent study/self-guided study	338
	Total Independent Study Hours:	338
	Scheduled Learning and Teaching Hours:	
	Face-to-face learning	112
	Total Scheduled Learning and Teaching Hours:	112
	Hours to be allocated	450
	Allocated Hours	450
Reading List	*The reading list for this module can be accessed via the following link:*	
	https://uwe.rl.talis.com/modules/ufcfr4-45-3.html	