



## **Module Specification**

### **Computing Project**

Version: 2023-24, v3.0, 19 Jul 2023

#### **Contents**

<b>Module Specification .....</b>	<b>1</b>
<b>Part 1: Information .....</b>	<b>2</b>
<b>Part 2: Description .....</b>	<b>2</b>
<b>Part 3: Teaching and learning methods .....</b>	<b>3</b>
<b>Part 4: Assessment.....</b>	<b>5</b>
<b>Part 5: Contributes towards .....</b>	<b>7</b>

## Part 1: Information

**Module title:** Computing Project

**Module code:** UFCFR4-45-3

**Level:** Level 6

**For implementation from:** 2023-24

**UWE credit rating:** 45

**ECTS credit rating:** 22.5

**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:** Pre-requisites: 90 credits at Level 2

**Features:** Not applicable

**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, software 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.

### **Part 3: Teaching and learning methods**

**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.

Contact time for this module consists of two elements. At the start of the module, there will be a series of lectures to the whole group of Computing Project students, amounting to approximately 6 hours of contact time. Subsequently, students will meet with their individual supervisors. The precise nature of the meetings will vary with the student's progress.

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

**MO9** Ensure that the students become aware of relevant legislation for Intellectual Property Rights (IPR) and data privacy and GDPR

**Hours to be allocated:** 450

**Contact hours:**

Independent study/self-guided study = 338 hours

Face-to-face learning = 112 hours

Total = 450

**Reading list:** The reading list for this module can be accessed at [readinglists.uwe.ac.uk](https://uwe.rl.talis.com/modules/ufcfr4-45-3.html) via the following link <https://uwe.rl.talis.com/modules/ufcfr4-45-3.html>

## **Part 4: Assessment**

**Assessment strategy:** At both first sit and resit, there are two 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.

After submission of the project report, students are invited to demonstrate their software to their supervisor and second reader. 15 marks are attached to this demonstration.

**Assessment tasks:**

**Practical Skills Assessment (First Sit)**

Description: Demonstration (20 mins)

Weighting: 15 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO3, MO8

**Report (First Sit)**

Description: Project report (12,000 – 15,000 words)

Weighting: 85 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7, MO9

**Practical Skills Assessment (Resit)**

Description: Demonstration (20 mins)

Weighting: 15 %

Final assessment: Yes

Group work: No

Learning outcomes tested: MO1, MO3, MO8

**Report (Resit)**

Description: Project report (12,000 – 15,000 words)

Weighting: 85 %

Final assessment: No

Group work: No

Learning outcomes tested: MO1, MO2, MO3, MO4, MO5, MO6, MO7, MO9

**Part 5: Contributes towards**

This module contributes towards the following programmes of study:

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

Software Engineering [Sep][FT][Frenchay][3yrs] - Not Running BSc (Hons) 2021-22

Computing {Dual} [Aug][FT][Taylors][3yrs] - Not Running BSc (Hons) 2021-22

Computing {Dual} [Mar][FT][Taylors][3yrs] - Not Running BSc (Hons) 2021-22

Computing [Sep][FT][Frenchay][3yrs] - Not Running BSc (Hons) 2021-22

Software Engineering {Dual} [Aug][FT][Taylors][3yrs] BSc (Hons) 2021-22

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

Software Engineering [Jan][FT][Northshore][3yrs] - Not Running BSc (Hons) 2021-22

Computer Security and Forensics {Foundation} [Feb][FT][GCET][4yrs] BSc (Hons)  
2020-21

Computer Security and Forensics {Foundation} [Oct][FT][GCET][4yrs] BSc (Hons)  
2020-21

Computing [Sep][SW][Frenchay][4yrs] BSc (Hons) 2020-21

Computing {Dual} [Aug][SW][Taylors][4yrs] BSc (Hons) 2020-21

Computing {Dual} [Mar][SW][Taylors][4yrs] BSc (Hons) 2020-21

Computing {Foundation} [Sep][FT][Frenchay][4yrs] - Not Running BSc (Hons) 2020-  
21

Software Engineering [Sep][SW][Frenchay][4yrs] - Not Running BSc (Hons) 2020-21

Software Engineering {Foundation} [Feb][FT][GCET][4yrs] BEng (Hons) 2020-21

Software Engineering {Foundation} [Oct][FT][GCET][4yrs] BEng (Hons) 2020-21

Computing {Foundation} [Sep][SW][Frenchay][5yrs] BSc (Hons) 2019-20

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

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

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