

MODULE SPECIFICATION

Part 1: Information								
Module Title	Interdisciplinary Group Project							
Module Code	UFCFWQ-45-M		Level	Level 7				
For implementation from	2019-	2019-20						
UWE Credit Rating	45		ECTS Credit Rating	22.5				
Faculty	Faculty of Environment & Technology		Field	Computer Science and Creative Technologies				
Department	FET [ET Dept of Computer Sci & Creative Tech						
Module type:	Stand	Standard						
Pre-requisites		None						
Excluded Combinations		None						
Co- requisites		None						
Module Entry requirements		None						

Part 2: Description

Educational Aims: In this module, students will work in mixed-specialism groups to identify, plan, prototype and develop a financial technology product, service or systematic data analysis.

Outline Syllabus: Module phases:

Learning sets and project identification

In the first phase, student groups will act as learning sets to identify individual and team strengths, opportunities and knowledge gaps for research. This will be supplemented by taught specialist inputs, covering (but not limited to) topics such as:

Business opportunities and business models in financial technology Emerging tools, platforms and system architecture Data science pipeline, datasets and data platforms Design thinking and user experience methods Agile project management in practice

Project development and delivery

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By the start of phase 2, students will have identified a project for development. They will then work with a supervisor and with input from industry mentors to plan, prototype and test the project deliverable. Development will follow a series iterative design sprints, with validation milestones.

Straddling both phases, there will be a number of facilitated learning workshops. The workshop topics will be established by a combination of the knowledge gaps in the student groups and the projects undertaken. Thus students will be supported through a personalised journey of learning so they develop their knowledge and skills according to their aspirations.

Teaching and Learning Methods: See Assessment

Part 3: Assessment

Projects will be assessed according to the quality of both process and product.

1. Initial reflective report and proposal

This will be submitted at the end of phase 1 and will summarise the team's learning and initial design and planning, with a proposal for the deliverable going into phase 2.

2. Portfolio

This will consist of the teams' process and design documentation during phase 2, including outputs such as:

Team journals / blogs: documenting research and development and reflecting on progress and problems

Project management and participation documentation (e.g. Trello boards)

Prototypes and testing results

3. Assessed presentation of project output and viva

At the end of the module, the team will present the results of the project to tutors / invited guests and will answer questions about the product and process

A collaborative process and code of conduct will be developed to ensure, document and assess individual participation. Individuals who demonstrably do not participate or contribute significantly to the team deliverable will not be allowed to pass the module. Assessment of individual contribution will be through: authorship and quality of contributions to reflective report and portfolio; documented participation in team meetings and activities; extent of tasks assigned and completed; and individual performance at the presentation.

Assessment weighting and mark allocation across all assessments will be approximately 30% team process; 30% team outcome; 40% individual contribution

Resit will be a rework of the original project to make necessary improvement as directed by module tutors. Where individuals are required to retake as a result of poor participation in the main sit they will be required to make a convincing case in their resit assessments that they are nevertheless capable of team working and can identify the future actions necessary to improve their performance.

First Sit Components	Final Assessment	Element weighting	Description
Report - Component B		25 %	Team Reflective Report and Proposal (2000 words)
Portfolio - Component B		25 %	Project Portfolio
Presentation - Component A	✓	50 %	Team Presentation and Viva (30 minutes, in exam period)

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Resit Components	Final Assessment	Element weighting	Description
Project - Component B		50 %	Rework of the original project
Presentation - Component A	✓	50 %	Presentation and Viva (30 minutes if group, 10 minutes if individual)

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						
	Apply design thinking and service design for innovation in financial technologies.							
	Balance business objectives, user thinking, regulatory and ethical consthe development of new products or services.	MO2						
	Work productively, equitably and collaboratively in multidisciplinary teams using agile project management methods							
	Select, apply and critique contemporary tools, methods and technologi around financial APIs and data.	MO4						
Contact Hours	Independent Study Hours:							
	Independent study/self-guided study	02						
	Total Independent Study Hours:	02						
	Scheduled Learning and Teaching Hours:							
	Face-to-face learning	.8						
	Total Scheduled Learning and Teaching Hours:		8					
	Hours to be allocated	50						
	Allocated Hours	50						
Reading List	The reading list for this module can be accessed via the following link:							
	https://uwe.rl.talis.com/index.html							

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Part 5: Contributes Towards

This module contributes towards the following programmes of study:

Financial Technology [Sep][FT][Frenchay][1yr] MSc 2019-20