

## Module specification

When printed this becomes an uncontrolled document. Please access the **Module Directory** for the most up to date version by clicking on the following link: **[Module directory](#)**

Module Code	COM553
Module Title	Group Project
Level	5
Credit value	20
Faculty	FAST
HECoS Code	100358
Cost Code	GACP

### Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc (Hons) Computer Science	Core
BSc (Hons) Computer Science (with Industry Placement)	Core
BSc (Hons) Software Engineering	Core
BSc (Hons) Software Engineering (with Industry Placement)	Core
BSc (Hons) Cyber Security	Core
BSc (Hons) Cyber Security (with Industry Placement)	Core
BSc (Hons) Computer Game Development	Core
BSc (Hons) Computer Game Development (with Industry Placement)	Core
BSc (Hons) Computer Games Design & Enterprise	Core
BSc (Hons) Computer Games Design & Enterprise (with Industry Placement)	Core
BA (Hons) Game Art	Core
BA (Hons) Game Art (with Industry Placement)	Core

## Pre-requisites

None

## Breakdown of module hours

Learning and teaching hours	30 hrs
Placement tutor support	0 hrs
Supervised learning e.g. practical classes, workshops	0 hrs
Project supervision (level 6 projects and dissertation modules only)	0 hrs
<b>Total active learning and teaching hours</b>	<b>30 hrs</b>
Placement / work-based learning	0 hrs
Guided independent study	170 hrs
<b>Module duration (total hours)</b>	<b>200 hrs</b>

<b>For office use only</b>	
Initial approval date	03/04/2019
With effect from date	September 2023
Date and details of revision	10/05/2023 AB approval of revalidated Games suite
Version number	4

## Module aims

The module aims to provide students with essential industry simulation experience and the practicalities of managing tasks, issues and situations that they may encounter in a 'real life' group based digital project. The students will have the opportunity to organise, communicate, and effectively coordinate work focusing on the practicalities of design, development, and implementation of a digital product in accordance with a professional methodology.

## Module Learning Outcomes - at the end of this module, students will be able to:

1	Work within a team to design, develop, test, and implement a digital product.
2	Identify, apply, and monitor appropriate development methodologies as part of a team based project.
3	Evaluate technical, professional management issues associated with team based development projects.

4	Identify and apply legal, ethical and professional issues appropriate to current and future professional digital development environments.
---	--

## Assessment

---

Indicative Assessment Tasks:

100% Coursework – the module will be assessed through coursework based on the quality of the final digital product, demonstration/presentation of the product, and the final documentation. The planning and management of the work must feature the use of a formal methodology and is also part of the assessed outcomes.

Students will be working as a group on the project but assessed individually using production data on a relevant digital management platform. An individual critical evaluation of the project process will also be required.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3, 4	Coursework	100%

## Derogations

---

None

## Learning and Teaching Strategies

---

The module will start with a series of lecture led sessions that include the design and development of digital projects, practical leadership, team working skills and management methodologies. These sessions will also support the initial project proposal and group formation phases.

The module will then progress to a more student led approach where teams will meet with the tutor to discuss progress, analyse production data and forward planning.

Students work in groups and will design, develop and implement a solution based on their project plan in accordance with a professional methodology. The groups are self-managed; however, the module leaders will provide help and advice on scientific, management and organisational issues, along with the tracking and analysis of production data.

## Indicative Syllabus Outline

---

The focus is on developing an idea from conception through to realisation.

- Digital project production and workflow
- The design and development of digital projects
  - Industry and business contextualisation (games, cyber and computing industries)
  - Project financing and distribution

- Practical leadership and team working skills
- Development methodologies, tools and techniques

Planning and execution

Data tracking and analysis

- Legal, ethical and professional issues

## **Indicative Bibliography:**

---

Please note the essential reads and other indicative reading are subject to annual review and update. Please *ensure correct referencing format is being followed as per University Harvard Referencing Guidance.*

### **Essential Reads**

Smith, M. (2020), *Agile Project Management: The Ultimate Beginner's GUIDE to Implementing Agile Project Management in Easy Steps*. New York: Diego Creations.

### **Other indicative reading**

Waqar, U. (2020), *Agile Scrum Crash Course: A Guide To Agile Project Management and Scrum Master Certification PSM 1*. Independently Published.

Hartson, R., Pyla, P. S. (2019), *The UX Book: Agile UX Design for a Quality User Experience*. 2<sup>nd</sup> ed. Massachusetts: Morgan Kaufmann.

## **Employability skills – the Glyndŵr Graduate**

---

Each module and programme is designed to cover core Glyndŵr Graduate Attributes with the aim that each Graduate will leave Glyndŵr having achieved key employability skills as part of their study. The following attributes will be covered within this module either through the content or as part of the assessment. The programme is designed to cover all attributes and each module may cover different areas.

### **Core Attributes**

Engaged  
Enterprising  
Creative

### **Key Attitudes**

Commitment  
Curiosity  
Resilience  
Confidence  
Adaptability

### **Practical Skillsets**

Digital Fluency  
Organisation  
Critical Thinking  
Communication