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*Refer to guidance notes for completion of each section of the specification.*

| Module Code: | COM553 |
|---|---|

| Module Title: | Group Project |
|---|---|

| Level: | 5 | Credit Value: | 20 |
|---|---|---|---|

| Cost Centre(s): | GACP | JACS3 code:<br>HECoS code: | I100<br>100366 |
|---|---|---|---|

| Faculty | FAST | Module Leader: | Denise Oram |
|---|---|---|---|

| Scheduled learning and teaching hours | 36 hrs |
|---|---|
| Placement tutor support | 0 hrs |
| Supervised learning eg practical classes, workshops | 0 hrs |
| Project supervision (level 6 projects and dissertation modules only) | 0 hrs |
| **Total contact hours** | **36** hrs |
| Placement / work based learning | |
| Guided independent study | 164 hrs |
| **Module duration (total hours)** | 200 hrs |

| Programme(s) in which to be offered (not including exit awards) | Core | Option |
|---|---|---|
| BSc (Hons) Computer Game Design and Enterprise | ✓ | |
| BSc (Hons) Computer Game Design and Enterprise (with Industrial Placement) | ✓ | |
| BSc (Hons) Computer Game Development | ✓ | |
| BSc (Hons) Computer Game Development (with Industrial Placement) | ✓ | |
| BSc (Hons) Computing | ✓ | |
| BSc (Hons) Computing (with Industrial Placement) | ✓ | |
| BSc (Hons) Cyber Security | ✓ | |
| BSc (Hons) Cyber Security (with Industrial Placement) | ✓ | |
| BSc (Hons) Computer Science | ✓ | |
| BSc (Hons) Computer Science (with Industrial Placement) | ✓ | |

| | | |
|---|---|---|
| BSc (Hons) Computer Networks and Security | ✓ | |
| BSc (Hons) Computer Networks and Security (with Industrial Placement) | ✓ | |
| BA (Hons) Game Art | ✓ | |
| BA (Hons) Game Art (with Industrial Placement) | ✓ | |
| Stand alone module aligned to BSc (Hons) Computer Game Development for QA and assessment purposes | | ✓ |

| **Pre-requisites** |
|---|
| None |

| **Office use only** | |
|---|---|
| Initial approval:     03/04/2019 | Version no:1 |
| With effect from:    01/09/2019 | |
| Date and details of revision: Revalidated BA (Hons) Game Art approved 15/6/20 with effect from Sept 20 | Version no:3 |

| Module Aims |
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| The module aims to provide students with essential practical experience of dealing with the tasks, issues and situations that they may encounter in a 'real life' group based digital project. The students will have the ability to organise, communicate, and effectively coordinate work focusing on the practicalities of design, development, and implementation of a digital product. |

| 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. |

| Employability Skills<br>The Wrexham Glyndŵr Graduate | I = included in module content<br>A = included in module assessment<br>N/A = not applicable |
| --- | --- |
| **CORE ATTRIBUTES** | |
| Engaged | **I/A** |
| Creative | **I/A** |
| Enterprising | **I/A** |
| Ethical | **I/A** |
| **KEY ATTITUDES** | |
| Commitment | **I/A** |
| Curiosity | **I/A** |
| Resilient | **I/A** |
| Confidence | **I/A** |
| Adaptability | **I/A** |
| **PRACTICAL SKILLSETS** | |
| Digital fluency | **I/A** |
| Organisation | **I/A** |
| Leadership and team working | **I/A** |
| Critical thinking | **I/A** |
| Emotional intelligence | **I/A** |
| Communication | **I/A** |
| **Derogations** | |
| *N/A* | |

| Assessment: | | | |
|---|---|---|---|
| Indicative Assessment Tasks: | | | |
| The module will be assessed 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 to address the problem is also part of the assessed outcomes. The indicative word count is 4000 words. <br><br> Students will be working as a group on the project, but assessed individually on MS Project exercises as well as an individual critical evaluation of the project process. Students should also include their names on any contribution made to the group. | | | |
| Assessment number | Learning Outcomes to be met | Type of assessment | Weighting (%) |
| 1 | 1,2,3,4 | Group Project | 100% |

## Learning and Teaching Strategies:

Lectures will include the design and development of digital projects looking to develop practical leadership and team working skills within the rapidly changing work environment. Students will consider how some of the leadership theories and models can be applied to practice.

Guest lectures and directed study will be used throughout the module to deliver key concepts, ideas, theories and examples and will be used to enhance the student's additional specific project needs.

Students work in groups and will design, develop and implement a solution based on their project plan. The groups are self-managed; however, a supervisor is allocated to each group who will provide help and advice on scientific, management and organisational issues.

## Syllabus outline:

• Focus on developing an idea from conception through to realisation.
• Elements of the digital project process
• The design and development of digital projects
• Practical leadership and team working skills
• Development methodologies, tools and techniques
• Legal, ethical and professional issues

## Indicative Bibliography:

**Essential reading**

*There are no essential textbooks; the module will use relevant online reference material and lecture notes.*

| **Other indicative reading** |
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| Shivakumar, S., K. (2018). Complete Guide to Digital Project Management: From Pre-Sales to Post-Production. Apress.<br><br>Neck, C.P., Manz, C., Houghton, J.D. (2016). Self-Leadership: The Definitive Guide to Personal Excellence. Sage Publications, London.<br><br>Olson, T. (2015). Digital Project Management: The Complete Step-By-Step Guide to a Successful Launch, J. Ross.<br><br>Dawson, Christian. (2015). Projects in Computing and Information Systems: A Student's Guide: (3rd Ed), Pearson<br><br>Linz, T. (2014) Testing in Scrum: A Guide for Software Quality Assurance in the Agile World, Rocky Nook, Santa Barbara, CA. |