

Module specification

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Module code	COM562
Module title	Work Based Project
Level	5
Credit value	20
Faculty	FAST
Module Leader	Denise Oram
HECoS Code	100376/100374
Cost Code	GACP

Programmes in which module to be offered

Programme title	Is the module core or option for this programme
BSc (Hons) Applied Cyber Security	Core
BSc (Hons) Applied Software Engineering	Core

Pre-requisites

None

Breakdown of module hours

Learning and teaching hours	36 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
Total active learning and teaching hours	36 hrs
Placement / work based learning	0 hrs
Guided independent study	164 hrs
Module duration (total hours)	200 hrs

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Initial approval date	10 Nov 2021
With effect from date	Jan 2022

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Date and details of revision	
Version number	1

Module aims

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' work-based project related to their apprenticeship. The students will have the ability to organise, communicate, and effectively coordinate work focusing on the practicalities of design, development, and implementation of a 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 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 development environments.

Assessment

Indicative Assessment Tasks:

The module will be assessed based on the quality of the final 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. Student work must be an individual submission.

Students will be working in their workplace within a team on the project but assessed individually.

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

Derogations

None

Learning and Teaching Strategies

Lectures will include the design and development of computing 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.

Indicative 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:

Please note the essential reads and other indicative reading are subject to annual review and update.

Essential Reads

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

Other indicative reading

Shivakumar, S., K. (2018). Complete Guide to Digital Project Management: From Pre-Sales to Post-Production. Apress.

Neck, C.P., Manz, C., Houghton, J.D. (2016). Self-Leadership: The Definitive Guide to Personal Excellence. Sage Publications, London.

Olson, T. (2015). Digital Project Management: The Complete Step-By-Step Guide to a Successful Launch, J. Ross.

Dawson, Christian. (2015). Projects in Computing and Information Systems: A Student's Guide: (3rd Ed), Pearson

Linz, T. (2014) Testing in Scrum: A Guide for Software Quality Assurance in the Agile World, Rocky Nook, Santa Barbara, CA.

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
Ethical

Key Attitudes

Commitment
Curiosity
Resilience
Confidence
Adaptability

Practical Skillsets

Digital Fluency
Organisation
Critical Thinking
Emotional Intelligence
Communication