Prifysgol Wrecsam
Wrexham University

Module specification

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Module Code	COM646
Module Title	Project
Level	6
Credit value	40
Faculty	FACE
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 Industrial Placement)	Core
BSc (Hons) Software Engineering	Core
BSc (Hons) Software Engineering (with Industrial 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 Industrial Placement)	Core
BSc (Hons) Computer Games Design & Enterprise	Core
BSc (Hons) Computer Games Design & Enterprise (with Industrial Placement)	Core
BA (Hons) Game Art	Core
BA (Hons) Game Art (with Industrial Placement)	Core

Pre-requisites

None

Breakdown of module hours

Learning and teaching hours	48 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	**48 hrs**
Placement / work based learning	0 hrs
Guided independent study	352 hrs
Module duration (total hours)	400 hrs

For office use only	
Initial approval date	30/09/2018
With effect from date	01/09/2018
Date and details of revision	08/11/2023 Addition of programme titles during Computing revalidation 10/05/2023 AB approval of Games Suite revalidation
Version number	5

Module aims

The overall purpose of the project is to provide students with moderately scaled industry project simulation opportunities that provide a platform for career preparation. The specific objectives of the project are that the students learn to organise, sustain and report on a substantial piece of work over a period of several months, to apply the theoretical knowledge they have learned on taught modules to a realistic problem or product area then to develop a solution/product from initial conception through to viable prototype/deliverable in accordance with a professional methodology.

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

1	Critically analyse contemporary trends in the wider digital research and industries to determine a project specification.
2	Appraise and assess the use of appropriate development methodologies in relation to a graduate-level project.
3	Analyse, design and develop a solution to a relevant contemporary industry problem.
4	Critically analyse production data to assess milestone progress and digital project management effectiveness throughout the lifecycle of an active project.
5	Evaluate project against the project specification and relate it to contemporary professional, legal, ethical and social issues.

Assessment

Indicative Assessment Tasks:

This section outlines the type of assessment task the student will be expected to complete as part of the module. More details will be made available in the relevant academic year module handbook.

100% Coursework – The module facilitates a large scale student led project. The process of assessment will be broken down into several areas.

1. The proposal phase – students must complete a formal proposal document where the scale, timeline and feasibility and ethical issues must be considered. Project supervision and resource requirements will also be finalised.
2. Mid-review phase – students will be expected to report on overall progress at the mid-point of the project. Assessment will include poster presentation/interview, and the submission of specific documentation such as a literature review or project analysis documentation.
3. Final review phase – students will be expected to demonstrate their completed project artefacts, final documentation and related production data sets. All project work will be uploaded electronically, and production data will be logged using an appropriate management platform throughout the duration of the project. At least one final demonstration event will be organised and student attendance will be obligatory.

Final marks allocated will be based on the quality of the final artefact, demonstration/presentation of the product, the final documentation and overall quality of production data. The planning and management of the work must feature the use of a formal methodology and is also part of the assessed outcomes, thus the production data should support this. It is important to note that students will be expected to demonstrate a minimum number of evidenced project hours.

Assessment number	Learning Outcomes to be met	Type of assessment	Weighting (%)
1	1, 2, 3, 4, 5	Coursework	100%

Derogations

None

Learning and Teaching Strategies

The project module is a major piece of work and will be delivered in 3 phases. Firstly, the proposal phase will be lecture driven and provide students with clarity of operational project and assessment structure. Students will also be guided through structured brain storming and formal proposal development.
From there, the module will shift into the second phase which will be student led. Students will work towards the mid-review stage and will be required to attend weekly production meetings where production data and general progress will be discussed. Work planning will also be conducted during these sessions. Outside of the formal meetings, students will be expected to manage their own time and work towards the completion of production goals

and priorities. Throughout this phase, students will be expected to engage with an appropriate digital management platform to log production data.
The final phase of the project will be focused on planning for the final demonstration and delivery of all project outcomes. Again, students will be required to engage with regular production meetings and will be logging and tracking relevant production data throughout. Emphasis will be placed on testing and presenting outcomes appropriately. At least one major showcase event will be organised and students will be required to demonstrate their project work. However, overall assessment may require engagement with a variety of events and activities as appropriate to the programme route and industry vocation.

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.

Essential Reads

Kerzner, H. (2017), *Project Management Metrics, KPIs, and Dashboards: A Guide to Measuring and Monitoring Project Performance.* 3rd ed. New York: Wiley.

Other indicative reading

Arikan, A. (2023), *Customer Experience Analytics: How Customers Can Better Guide Your Web and App Design Decisions.* Abington-on-Thames: Routledge.
Cox, K. (2021), *Business Analysis, Requirements, and Project Management: A Guide for Computing Students.* Boca Raton: CRC Press.
Flewelling, P. (2018), *The Agile Developer's Handbook: Get more value from your software development.* Birmingham: Packt Publishing.
Hartson, R., Pyla, P. S. (2019), *The UX Book: Agile UX Design for a Quality User Experience. 2nd ed.* Massachusetts: Morgan Kaufmann.
Kerzner, H. (2022), *Project Management: A Systems Approach to Planning, Scheduling and Controlling*, 13th ed. New York: Wiley.