

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
Pre-requisite module	None

Programmes in which module to be offered

Programme title	Core/Optional/Standalone
BSc (Hons) Computer Science	Core
BSc (Hons) Computer Science (with Industrial Placement)	Core
BSc (Hons) Cyber Security	Core
BSc (Hons) Cyber Security (with Industry Placement)	Core
BSc (Hons) Computing for Business	Core

Breakdown of module hours

Learning and teaching hours	48 hrs
Placement tutor support hours	0 hrs
Supervised learning hours e.g. practical classes, workshops	0 hrs
Project supervision hours	0 hrs
Active learning and teaching hours total	48 hrs
Placement hours	0 hrs
Guided independent study hours	352 hrs
Module duration (Total hours)	400 hrs

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	Duration/Word Count	Weighting (%)	Alternative assessment, if applicable
1	1, 2, 3, 4, 5	Coursework	12000 – 20000 Words or Equivalent	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 meet with the tutor to discuss progress, analyse production data and forward planning. Students work individually and will design, develop and implement a solution based on their project plan in accordance with a professional methodology. The projects 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.

Welsh Elements

This module is designed to support Welsh-speaking students in line with the Welsh Language Standards. While the primary delivery will be in English, students will have the opportunity to submit assessments, including coursework and projects, in Welsh if preferred. Relevant module materials, such as reading lists, key texts, and guidance, will be available bilingually upon request, ensuring accessibility for all students. Additionally, where possible, guest speakers, case studies, or examples may include references to the Welsh business context, especially in areas such as data use in local industries and Welsh public sector organisations.

The department encourages students to develop bilingual digital skills by incorporating Welsh-language datasets, tools, and resources where appropriate, offering an inclusive learning environment. We also support the development of bilingual visualisation techniques, enabling students to create digital outputs that reflect the Welsh language, should they wish to do so.

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.

Administrative Information

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Initial approval date	30/09/2018
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Date and details of revision	08/11/2023 Addition of programme titles during Computing revalidation 10/05/2023 AB approval of Games Suite revalidation March 26 Addition of BSc (Hons) Computing for Business programme title
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