

## Module specification

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Module code	COM646
Module title	Project
Level	6
Credit value	40
Faculty	FAST
Module Leader	Prof. Vic Grout
HECoS Code	100366
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 (including industrial placement route)	Core
BSc (Hons) Computing (including Industrial Placement route)	Core
BSc (Hons) Cyber Security (including Industrial Placement route)	Core
BSc (Hons) Computer Networks & Security (including Industrial Placement route)	Core
BSc (Hons) Computer Game Development (including Industrial Placement route)	Core
BSc (Hons) Computer Game Design and Enterprise (including Industrial Placement route)	Core
BA (Hons) Game Art (including Industrial Placement route)	Core
BSc (Hons) Applied Software Engineering	Core
BSc (Hons) Applied Cyber Security	Core

### Pre-requisites

None

### Breakdown of module hours

Learning and teaching hours	48hrs
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>48 hrs</b>
Placement / work based learning	0 hrs

Learning and teaching hours	48hrs
Guided independent study	352 hrs
<b>Module duration (total hours)</b>	400 hrs

<b>For office use only</b>	
Initial approval date	30/09/2018
With effect from date	01/09/2018
Date and details of revision	Revalidated BA (Hons) Game Art approved 15/6/20 with effect from Sept 20 12/11/2021 template update
Version number	3

## Module aim

The overall purpose of the project is to prepare the students for the kind of tasks and situations they may encounter in the workplace when they graduate and find their first employment. 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; and to extract and analyse relevant – but often contradictory – sources of information by themselves from manuals, books and research journals. The project also provides the student with an opportunity to specialise in an area of personal interest. (Each student's choice of project must be appropriate for their named degree programme.)

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

1	Evaluate the findings of a literature search and apply these findings to a real-world application.
2	Synthesise information relevant to a specific task and pertinent to a variety of areas covered by the modules studied.
3	Critically analyse and draw up reasoned conclusions based upon an existing knowledge base.
4	Analyse a practical problem and present a solution in the form of an artefact illustrating such reasoned conclusions.
5	Present a logical, coherent written project report, and defend such a report orally if requested.

## Assessment

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Indicative Assessment Tasks:

Assessment of the project will be based on: the literature review, poster presentation, the final report and artefact, an oral presentation/demonstration and the project tutor's assessment of individual effort, initiative and ability. Students will be assessed individually, although they may be working together in a group on a larger project. (12,000 words)

Where practical the assessment will be related / carried out in the workplace.

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

## Derogations

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None

## Learning and Teaching Strategies

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400 hours of independent study during which students work on their project and dissertation, alongside their group peers if relevant, and supported by a project supervisor. Students choose their project near the beginning of semester 1. Projects are normally selected from a list of suggestions proposed by the department, a number of which may involve industrial collaboration. Alternatively, students (or groups of students) may propose a project of their own if a suitable member of academic staff is available to act as the supervisor. In all cases the particular project must be appropriate for, and relevant to, the student's programme of study.

Support lectures will be provided throughout.

## Indicative Syllabus Outline

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The project consists of an extended period during which students work on a specific piece of project work and a report on this work in the form of a dissertation. Project work is undertaken individually or in a group environment. In either case, an individual dissertation must be submitted, and clarity must be provided in terms of individual contribution to the process.

The project examines the student's ability to research the literature, to understand and expand on a specific technical problem commensurate with their programme of study and relate it to other work, to carry out investigations and practical work generally including programming and describe results and draw conclusions from them and to write a coherent and well organised dissertation.

## Indicative Bibliography:

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

### Essential Reads

None

### **Other indicative reading**

Dawson, Christian W. (2005) *The Essence of Computing Projects: a Student's Guide*  
Harlow:

Prentice Hall

Sharp, John A., Peters, John & Howard, Keith. (2002) *The Management of a Student  
Research Project* (3<sup>rd</sup> edn). Aldershot: Gower

Turk, Christopher & Kirkman, John. (1989) *Effective Writing: Improving Scientific, Technical  
and Business Communication* (2nd edn). London: E & FN Spon

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

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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  
Leadership