

H7TPR: Team Project

Module Code:	H7TPR
Long Title	Team Project APPROVED
Title	Team Project
Module Level:	LEVEL 7
EQF Level:	6
EHEA Level:	First Cycle
Credits:	10
Module Coordinator:	KEITH MAYCOCK
Module Author:	KEITH MAYCOCK
Departments:	School of Computing
Specifications of the qualifications and experience required of staff	
Learning Outcomes	
<i>On successful completion of this module the learner will be able to:</i>	
#	Learning Outcome Description
LO1	Specify, design, implement and document a medium scale project in the chosen area of specialisation, including the identification and assignment of different roles within a team.
LO2	Explain and justify the use and application of technology for a project.
LO3	Carry out project planning, scheduling and risk management activities in order to meet strict project deadlines and perform time management activities to a high project management standard.
LO4	Develop and enhance interpersonal communication skills to become a successful member of a working team and present your project at an acceptable industry level.
Dependencies	
Module Recommendations	
No recommendations listed	
Co-requisite Modules	
No Co-requisite modules listed	
Entry requirements	

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Module Content & Assessment			
Indicative Content			
Topic • A practical development project is undertaken. • While faculty members may suggest topics, the Project specification is decided by the student in consultation with faculty. • Students follow the typical development life cycle to produce a software application of substance. • A list of typical projects is included later in this section.			
The project in small groups of students. • The main project phases which are assessed separately include: - project proposal - requirements specification - prototype implementation - final release, testing and evaluation. • In the beginning of the Semester students attend classes, consultations and seminars on immanent issues including development method, programming language and development tools. • Throughout the Semester students work under the direction of the project supervisor where the supervisor meets the group during class time. • The project team reports on the project progress. • In the mid of the Semester, students present a prototype to examiners, outlining their progress to date and demonstrating that the main technical difficulties have been solved. • At the end of the Semester, students present the final release to examiners and produce the required documentation. • Students are encouraged to choose a project that is closely related to their area of specialisation. Examples of projects in the different areas include but are not limited to:			
Background • Introduction to Project Coding guidelines. • Supervision requirements. • Overview of examinations (timelines dates etc.)			
Seminars • Project specialisations. • UML blended learning. • Presentation skills. • Technical writing. • Innovation.			
Project Activities • Project Proposal Requirements. • Specification Prototype. • Mid-point presentation. • Software System. • Technical Report. • User Manual. • Final Presentation			
Project Proposal • Background to the project. • Brief description of the approach to be followed in implementing the project. • Special resources required, if any. • Major implementation steps and timelines. • Names of academic staff members consulted. • Approval process.			
Requirement Specification • Use Case Model Anatomy of a Use Case Requirement Specification			
Prototype • Guidelines Horizontal Vertical			
Mid point presentation • Proof of concept. • A brief power-point overview. • Progress on the project schedule. • A demonstration of a simple project prototype (verifying the feasibility of the project). • Grading (Presentation, Progress, Prototype).			
Technical Report • Executive Summary. • Introduction. • Background Technologies Structure. • Background System. • Conclusions. • Further development or research. • Bibliography. • Appendix.			
User Manual • A CD Rom with code and the databases needed to implement the project. • Project design documents. • Instruction for installing and executing the computer code. • A user guide, with screen dumps.			
Final Presentation • Introduction. • Goal. • Central Theories System. • Design. • Implementation. • Evaluation. • Discussions. • Demonstrations.			
Assessment Breakdown	%		
Coursework	100.00%		
Assessments			
Full Time			
Coursework			
Assessment Type:	Project (0050)	% of total:	100
Assessment Date:	n/a	Outcome addressed:	1,2,3,4
Non-Marked:	No		
Assessment Description: A practical development project is undertaken. Students follow the typical development life cycle to produce a software application of substance. The main project phases which are assessed separately include: - Project Proposal 5% - Requirements Specification 5% - Midterm Prototype Presentation 10%- Weekly Progress Assessment 10% - Final Application Documentation and Presentation 70%. Students are encouraged to choose a project that is closely related to their area of specialization.			
No End of Module Assessment			
No Workplace Assessment			
Reassessment Requirement			
Coursework Only <i>This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.</i>			

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Module Workload				
Module Target Workload Hours 0 Hours				
Workload: Full Time				
<i>Workload Type</i>	<i>Workload Description</i>	<i>Hours</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecture	No Description	2	Every Week	2.00
Lab	No Description	6	Every Week	6.00
Independent Learning	No Description	13	Every Week	13.00
Total Weekly Contact Hours				8.00
Workload: Part Time				
<i>Workload Type</i>	<i>Workload Description</i>	<i>Hours</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lab	No Description	6	Every Week	6.00
Lecture	No Description	1	Every Week	1.00
Independent Learning	No Description	12.5	Every Week	12.50
Total Weekly Contact Hours				7.00

Module Resources	
<i>This module does not have any book resources</i>	
<i>This module does not have any article/paper resources</i>	
<i>This module does not have any other resources</i>	
Discussion Note:	