H8SPR: Software Project

Module Code:	H8SPR
Long Title	Software Project DRAFT
Title	Software Project
Module Level:	LEVEL 8
EQF Level:	6
EHEA Level:	First Cycle
Credits:	20
Module Coordinator:	ANTHONY PAUL STYNES
Module Author:	ANTHONY PAUL STYNES
Departments:	School of Computing
Specifications of the qualifications and experience required of staff	Master's degree in a computing or cognate discipline. May have industry experience also. Proposed lecturer: Dr. Paul Stynes

Learning Outcomes

On successful completion of this module the learner will be able to:

#	Learning Outcome Description
LO1	Apply knowledge, skills and competencies acquired during the programme of study and work placement to the analysis and solution of a real-world or research problem.
LO2	Specify, design and implement a medium-to-large scale project related to the area of study.
LO3	Carry out project planning and time management activities to meet strict project deadlines.
LO4	Develop and enhance interpersonal communication, presentation and storytelling skills.
LO5	Document, present and defend the project through a technical document, presentation, and demonstration of relevant artifact or product.

Dependencies

Module Recommendations

No recommendations listed

Co-requisite Modules

No Co-requisite modules listed

Entry requirements	Learners should have attained the knowledge, skills and competence gained from stage 3 of the BSc (Hons) in Computing

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Module Content & Assessment

Indicative Content
Module Curriculum This module is taught over 2 semesters. A practical development project individually undertaken by the students. 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. In Semester 1 students attend classes, consultations and seminars on immanent issues including development method, programming language and development tools. Throughout Semester 1 and 2 students work under the direction of the project supervisor. They attend regular supervision meetings and report on the project progress. At the end of Semester 1, students present a prototype to examiners, outlining their progress to date and receive feedback. In the end of Semester 2, students present the final project to examiners and produce the required documentation.
Background to Software Project This seminar provides an introduction to Project including: - • Coding guidelines • Supervision requirements • Overview of examinations (timelines dates etc.) • Overview of projects and new technologies
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
Ethics Ethical Guidelines and Procedures for Research involving Human Participants Public Data Private Data Declaration of Ethics Consideration Ethics Application form
Time and Project Management This seminar will give students an overview of how to use their time effectively and how to manage multiple tasks at the same time. The primary focus will be on how a student can best manage their time to reach their project goals.
GitHub This seminar will give an overview on how to use GitHub for code versioning. Students are requested to have a GitHub Account set up before attending this class.
Requirements Gathering This seminar will give an overview on requirements gathering, a critical step in any project covering topics such as: - • Use Case Model • Anatomy of a Use Case • Requirement Specification
Academic Writing and Referencing This seminar will give an overview on academic writing, how to reference correctly (including how to use a reference management system such as Zotero).
Conducting a literature review This seminar will give an overview of how to conduct a literature review, including how to search for relevant research articles using online research engines and databases (e.g., Google Scholar, IEEE Xplore, etc.)
Reflective Journal The reflective journal is a description of weekly activities per month and must be signed off by the Academic Supervisor.
Presentation Skills • Quality of the presentation • Communication skills • Ability to retort to questions and critique
Development This seminar will contain an overview of • Unified Process • Use Case Modelling • Analysis • Design • Implementation
Prototype This seminar will contain an overview of creating a prototype covering topics such as: - • Horizontal prototype • Vertical prototype
Mid point presentation This seminar will discuss what is required at the Mid-Point Presentations covering topics such as: - • 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)
Testing • Test Strategies • Blackbox/Whitebox testing • Testing tools • Evaluation
Technical Writing • Writing skills • Writing project reports
Understanding the Marking Scheme This seminar will overview the marking scheme and how students to ensure that their project avails of the marking allowances.
Beta version of the project • The Beta version of the project is a backup version of the final software. • Students shall submit signed, dated, backup copies of their software to the school administrator.
Technical Report This seminar will provide an overview of the technical report covering topics such as: - • Executive Summary • Introduction • Background • Technologies • Structure • Background • System • Conclusions • Further development or research • Bibliography • Appendix
User Manual This seminar will provide an overview of the user manual covering topics such as: - • 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
Presentation Skills This seminar will contain an overview of how to present information clearly and effectively covering topics such as: - • Introduction • Goal • Central Theories • System • Design • Implementation • Evaluation • Discussions • Demonstrations
Showcase Deliverables This seminar will provide an overview of the materials required for the project showcase (e.g., poster, demo, photos, profile description)

Assessment Breakdown	%
Coursework	100.00%

Assessments

Full Time

Coursework

Assessment Type:	Project	**% of total:**	100
Assessment Date:	n/a	**Outcome addressed:**	1,2,3,4,5
Non-Marked:	No		

Assessment Description:
Sample projects would be Gaming and Multimedia Design (Single player board game development, 2D interactive game) or Mobile Application Development (Mobile application, Interactive website -three tier architecture)

No End of Module Assessment

No Workplace Assessment

Reassessment Requirement
Coursework Only *This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.*
Reassessment Description Learners who fail this module will be required to repeat the project where all learning outcomes will be examined. 1.1.4.3 Sample Assessments - Gaming and Multimedia Design o Single player board game development o 2D interactive game - Mobile Application Development o Mobile application o Interactive website (three tier architecture)

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Module Workload

Module Target Workload Hours 0 Hours

Workload: Full Time

Workload Type	*Workload Description*	*Hours*	*Frequency*	*Average Weekly Learner Workload*
Lecture	No Description	2	Every Week	2.00
Independent Learning	No Description	17	Every Week	17.00
			Total Weekly Contact Hours	2.00

Workload: Part Time

Workload Type	*Workload Description*	*Hours*	*Frequency*	*Average Weekly Learner Workload*
Lecture	No Description	2	Every Week	2.00
Independent Learning	No Description	17	Every Week	17.00
			Total Weekly Contact Hours	2.00

Module Resources

Recommended Book Resources

Lipston, C. (2005), How to Write a BA Thesis: A Practical Guide from Your First Ideas to Your Finished Paper, University of Chicago Press..

Swetnam, D.& Swetnam, R.. (2000), Writing Your Dissertation: The bestselling guide to planning, preparing and presenting first-class work, 3rd. Hachette UK.

This module does not have any article/paper resources

This module does not have any other resources

Discussion Note:	