

H8COMPROJ: Computing Project

Module Code:	H8COMPROJ
Long Title	Computing Project APPROVED
Title	Computing Project
Module Level:	LEVEL 8
EQF Level:	6
EHEA Level:	First Cycle
Credits:	20
Module Coordinator:	
Module Author:	David McCarthy
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	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 artefact or product.
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	
Background to Computing Project 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	
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.	
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)	
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	
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 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	
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 <i>This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.</i>			
Reassessment Description This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination. Learners who fail this module will be required to repeat the project where all learning outcomes will be examined.			

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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
Tutorial	No Description	48	Per Semester	4.00
Independent Learning	No Description	452	Per Semester	37.67
Total Weekly Contact Hours				4.00

Module Resources	
<i>Recommended Book Resources</i>	
Swetnam, D.& Swetnam, R.. (2000), Writing Your Dissertation: The bestselling guide to planning, preparing and presenting first-class work, Hachette, UK. Lipston, C.. (2005), How to Write a BA Thesis: A Practical Guide from Your First Ideas to Your Finished Paper, University of Chicago Press.	
<i>This module does not have any article/paper resources</i>	
<i>This module does not have any other resources</i>	
Discussion Note:	