H6TP: Team Project

Module Code:	H6TP
Long Title	Team Project APPROVED
Title	Team Project
Module Level:	LEVEL 6
EQF Level:	5
EHEA Level:	Short Cycle
Credits:	5
Module Coordinator:	
Module Author:	Alex Courtney
Departments:	School of Computing
Specifications of the qualifications and experience required of staff	Master's degree or PHD in a computing or cognate discipline. May have industry experience also.

Learning Outcomes	
On successful completion of this module the learner will be able to:	
#	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 software development roles within a team.
LO2	Utilize emerging development techniques, tools, technologies and languages.
LO3	Adhere to strict project deadlines and tasks.
LO4	Develop and enhance interpersonal communication skills to become a successful member of a working team.

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 1 of the BSc (Hons) in Computing.

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Module Content & Assessment

Indicative Content

Introduction and group formation
Introduction to Project. Coding guidelines. Supervision requirements

Project Proposal
Overview of Project. Target Group. Functionality. Mock-Up. Project Plan. Summary

Requirements Specification
Introduction to Project. Purpose and Scope. User Requirements. Requirements Specification. Functional Requirements. GUI. Systems Architecture. System Evolution

Project Application
Software and application discussion

Project Application
Troubleshooting. Testing

Project Application
Android Tutorials. Unity Tutorials

Mid-Point Presentations
PowerPoint template and guidelines

Ethics Workshop
Ethics Approval Requirements

Project Development
Students work on project

Project Development
Students work on project

Group Presentations
Group of students present their application

Group Presentations
Group of students present their application

Assessment Breakdown	%
Coursework	100.00%

Assessments

Full Time

Coursework

Assessment Type:	Formative Assessment	% of total:	Non-Marked
Assessment Date:	n/a	Outcome addressed:	1,2,3,4
Non-Marked:	Yes		

Assessment Description:
Ongoing feedback on ongoing tutorial activities. Feedback on regular reflection.

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

Assessment Description:
Project Proposal Examples of project area include but are not limited to: • E-commerce applications (e.g. event registration) • Gaming applications (e.g. educational game for children) • Innovative business applications (e.g. applications that support new business ventures) • Web applications (e.g. tutoring application) • Data management applications (e.g. Attendance monitoring system) • Applications that support the management process (e.g. KPI dashboard application)

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

Assessment Description:
Requirement Specification

Assessment Type:	Continuous Assessment	% of total:	10
Assessment Date:	n/a	Outcome addressed:	1,2,3,4
Non-Marked:	No		

Assessment Description:
Mid-point Presentation

Assessment Type:	Continuous Assessment	% of total:	70
Assessment Date:	n/a	Outcome addressed:	1,2,3,4
Non-Marked:	No		

Assessment Description:
Final Submission & Presentation

Assessment Type:	Continuous Assessment	% of total:	10
Assessment Date:	n/a	Outcome addressed:	1,2,3,4
Non-Marked:	No		

Assessment Description:
Collaboration and Progress

No End of Module Assessment

No Workplace Assessment

Reassessment Requirement

Repeat examination
Reassessment of this module will consist of a repeat examination. It is possible that there will also be a requirement to be reassessed in a coursework element.

Reassessment Description
Coursework Only This module is reassessed solely on the basis of re-submitted coursework. There is no repeat written examination.

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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	Classroom & Demonstrations (hours)	12	Per Semester	1.00
Tutorial	Other hours (Practical/Tutorial)	36	Per Semester	3.00
Independent Learning	Independent learning (hours)	77	Per Semester	6.42
			Total Weekly Contact Hours	4.00

Module Resources

Supplementary Book Resources
John Horton,Helder Vasconcelos,Raul Portales. Android: Programming for Developers, [ISBN: 978-1-78712-369-4].
This module does not have any article/paper resources
This module does not have any other resources

Discussion Note:	