

Liverpool John Moores University

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Title: Group Project
Status: Definitive
Code: **5000SEQR** (129307)
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Oryx Universal College WLL

Team	Leader
Robert Askwith	Y

Academic Level: FHEQ5 **Credit Value:** 20 **Total Delivered Hours:** 44
Total Learning Hours: 200 **Private Study:** 156

Delivery Options

Course typically offered: S2, Summer NS2 (S2 for Jan)

Component	Contact Hours
Lecture	11
Workshop	33

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Group Project Portfolio	80	
Presentation	AS2	Group Project Presentation	20	

Aims

*The module aims to develop students computer science research skills.
The module aims to make students aware of professional, legal and ethical issues in the context of their wider subject area.
The module aims to encourage collaborative/team working.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Provide evidence of team working in support of a computer science task.
- 2 Propose a solution to a complex computing problem.
- 3 Identify ethical, professional and legal issues in a computing project.
- 4 Present complex ideas in the form of a group presentation.

Learning Outcomes of Assessments

The assessment item list is assessed via the learning outcomes listed:

Group Project Portfolio	1	2	3
Group Project Presentation	4		

Outline Syllabus

Research Skills: Research principles and design, research questions – hypothesis, critiquing research, literature - searching, reviewing and citation, experimental methods: data collection, interpretation, quantitative and qualitative methods.

Collaboration and Teamwork: managing groups, leadership, delegation, reflection, feedback, effective professional communication, documentation.

Proposing Research: research planning, writing project proposals, project planning and management, academic writing: reports, essays.

Professional and Legal Issues: ethics and ethical research conduct, the legal system in the UK, intellectual property rights and protection mechanisms, surveillance and automated tracking technologies, privacy and censorship, trustworthy software, risk in IT projects.

Learning Activities

There will be a set of general lectures for all students outlining research and professionalism skills as per the syllabus. Students will then have cohort-based workshops to consider issues specific to their programme of study, to which their assessment solution will relate. Team working is central to the workshops and assessment.

Notes

The module has two main purposes. First, to equip students with adequate research skills and experience of working on subject-related research topics, to lead into the final year project. Second, to enhance students' professionalism, including teamworking, to enhance employability and their awareness of what is expected in an employment scenario.

