

Liverpool John Moores University

Title: INDUSTRIAL PROJECT 2
Status: Definitive
Code: **5039BEUG** (107245)
Version Start Date: 01-08-2011

Owning School/Faculty: Built Environment
Teaching School/Faculty: Isle of Man College

Team	Leader
John Gammon	Y

Academic Level: FHEQ5
Credit Value: 12.00
Total Delivered Hours: 25.00
Total Learning Hours: 120
Private Study: 95

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	2.000
Workshop	23.000

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Presentation	AS1	Project Documentation	25.0	
Portfolio	AS2	Oral Presentation	60.0	
Portfolio	AS3	PDP recording	15.0	

Aims

To enable students to apply the knowledge gained from their Level 2 modules to a suitable industry derived project.

To develop self-learning through personal development planning using e-portfolio software.

To improve on team working skills developed in students' previous studies.

To further introduce students to a wide range of WoW (LJMU+) skills.

This module has been deemed to be a WoW critical module, and opportunities for

students to develop WoW skills A-H are maximised.

Learning Outcomes

After completing the module the student should be able to:

- 1 Practically apply knowledge and skills developed in other level 2 modules to an industry derived project.
- 2 Reflect on knowledge and skill development to date, record this information and develop plans for further developments in transferable skills.
- 3 Analyse and solve problems
- 4 Work effectively in a team.
- 5 Express themselves effectively in group and one to one situations, and make presentations.
- 6 Express ideas effectively through the written word or other written media.
- 7 Take the initiative in group projects.
- 8 Apply numerical reasoning in given industrial project scenarios.
- 9 Utilise relevant ICT tools to enhance project work.

Learning Outcomes of Assessments

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

PRESENTATION	1	3	4	5	6	7	8	9
PORTFOLIO	5	9						
E-PORTFOLIO	2							

Outline Syllabus

This module will facilitate the learning process by enabling students to put the theory gained in second year modules into practice. A suitable work derived project will be simulated to provide the vehicle for this purpose.

Learning Activities

A project will be set with input from industry.

The design of this project will reflect the profession to which the students degree programme is most relevant.

An initial key note lecture will take place in week 1 of semester 1, followed by workshops that will take place on a weekly basis.

Guest lectures by industry based practitioners will be built into the workshop timetable to ensure that the project outcomes are relevant and current.

Group work is a key theme of the module, the intention being to simulate the experience of the workplace, endorsed and approved by the involvement of employers as relevant to the workplace.

Transferable skills will be developed during the undertaking of the project and

progress mapped using e-portfolio software.

References

Course Material	Book
Author	Levin, Peter
Publishing Year	2006
Title	Perfect Presentations
Subtitle	
Edition	
Publisher	OUP
ISBN	0335219055

Course Material	Book
Author	Shepherd, Kerry
Publishing Year	2005
Title	Presenting at Conferences, Seminars and Meetings
Subtitle	
Edition	
Publisher	Sage
ISBN	000722268

Notes

This module has been developed to encapsulate the spirit of WoW (LJMU+) and PDP.

A high level of industrial input will be utilised in the development of the project and guest lecturers brought in wherever possible.

PDP will be encapsulated within this module as transferable skill development alongside development of subject specific skills.