Liverpool John Moores University

Title:
Status:
Code:
Version Start Date:
Owning School/Faculty:
Teaching School/Faculty:

GROUP PROJECT
Definitive
5085ENG (116985)
01-08-2016
Electronics and Electrical Engineering
Electronics and Electrical Engineering

| Team | Leader |
| :--- | :---: |
| Rebecca Bartlett | Y |
| Clifford Mayhew |  |

Academic
Level:
FHEQ5
Total
Learning 100
Hours:

Credit
Value: 10

## Private

Study: 40

Total
Delivered 60

## Hours:

## Delivery Options

Course typically offered: Standard Year Long

| Component | Contact Hours |
| :--- | :---: |
| Lecture | 20 |
| Practical | 40 |

Grading Basis: $40 \%$

## Assessment Details

| Category | Short <br> Description | Description | Weighting <br> (\%) | Exam <br> Duration |
| :--- | :--- | :--- | :---: | :---: |
| Report | Rpt |  | 25 |  |
| Technology | Tech |  | 25 |  |
| Technology | Tech |  | 40 |  |
| Presentation | Pres |  | 10 |  |

[^0]
## Learning Outcomes

After completing the module the student should be able to:
1 Develop a new product proposal and project management plan
2 Identify and apply appropriate and relevant engineering knowledge to create a proof of concept.
$3 \quad$ Achieve a reliable and robust design
4 Communicate technical information using written, oral and visual techniques
Learning Outcomes of Assessments
The assessment item list is assessed via the learning outcomes listed:

$$
\text { Report } \quad 1
$$

Technical task 2
Technical task 3
Presentation 4

## Outline Syllabus

Reverse Engineering
New product innovation techniques.
Patent searching
Conceptual design
Value Engineering

## Learning Activities

Seminars and practical laboratory based work.

## Notes

To develop the students ability to work in a team through the open ended nature of design.

This module is conducted within the two dedicated design weeks of the school. It acts as the focal point to the level 5 'Enterprise' module providing the product around which the group work evolves.


[^0]:    Aims
    To develop the students ability to work in a team through the open ended nature of design.
    To develop a focus on a physical deliverable which integrates learning from levels four and five, and applies a real world example for basing enterprise.

