

Liverpool John Moores University

Title: RESEARCH SKILLS
Status: Definitive
Code: **5100COMP** (121222)
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Computer Science and Mathematics

Team	Leader
Silvester Czanner	Y
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Academic Level: FHEQ5 **Credit Value:** 10 **Total Delivered Hours:** 27
Total Learning Hours: 100 **Private Study:** 73

Delivery Options

Course typically offered: Semester 2

Component	Contact Hours
Lecture	11
Practical	11
Workshop	5

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Project Proposal	100	

Aims

To prepare for undertaking a dissertation or research project
To understand research methods appropriate for computing disciplines
To develop a research proposal underpinning a dissertation or research project.

Learning Outcomes

After completing the module the student should be able to:

- 1 Generate research questions
- 2 Critically evaluate existing research
- 3 Review relevant literature
- 4 Develop a research project proposal

Learning Outcomes of Assessments

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

Project Proposal	1	2	3	4
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Outline Syllabus

Research principles and design

Research questions - hypothesis

Critiquing research

Research ethics

Literature: searching, reviewing and citation

Experimental methods: data collection, interpretation, quantitative and qualitative methods

Research planning: writing project proposals, project planning and management

Academic writing: reports, essays

Learning Activities

Theory will be introduced via lectures and practical knowledge will be acquired via tutorials, laboratory exercises and coursework.

Notes

This module is intended to provide basic research skills for computing disciplines, which will support the project and other research undertaken in the final year of study.