

Liverpool John Moores University

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Title: Project
Status: Definitive
Code: **6000SEQR** (129323)
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: FHEQ6 **Credit Value:** 40 **Total Delivered Hours:** 18
Total Learning Hours: 400 **Private Study:** 382

Delivery Options

Course typically offered: Year Long & NS Year Long

Component	Contact Hours
Lecture	6
Seminar	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Report on the Development of the Project Artefact	90	
Presentation	AS2	Project Presentation	10	

Aims

*To enable the student to use rigorous development or scientific methods to produce an artefact relevant to their programme of study.
To present results both orally and as a written report.*

Learning Outcomes

After completing the module the student should be able to:

- 1 Critically analyse published research related to a computing problem domain
- 2 Identify complex computing problems and propose project aims and requirements to help solve them
- 3 Design and develop an artefact solution to a complex computing problem
- 4 Critically evaluate the solution to a complex computing problem

Learning Outcomes of Assessments

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

Report on Artefact Development	1	2	3	4
Project Presentation	4			

Outline Syllabus

Identification of a problem related to their programme of study.

Background research on chosen topic.

Identification and analysis of potential solutions based on research in the area.

Design of a potential solution.

Production of an artefact relevant to the programme of study.

Write up of project to form the final project report.

Presentation to show progress on the project, the artefact and a critique of it.

Meeting with assigned supervisor to discuss progress and seek guidance on future directions for study.

Learning Activities

Research methods, project planning and project management methods are introduced in lectures. Students are allocated a supervisor who advises them throughout the year and checks on their progress.

Notes

This module presents the student with the opportunity to complete a substantial project in a chosen area relevant to their programme. The scope of what is an appropriate artefact varies between programmes and programme teams discuss this.