

Liverpool John Moores University

Title: PERSONAL PROJECT
Status: Definitive
Code: **6001TECH** (105313)
Version Start Date: 01-08-2016

Owning School/Faculty: Electronics and Electrical Engineering
Teaching School/Faculty: Electronics and Electrical Engineering

Team	Leader
Fang Guo	Y

Academic Level: FHEQ6
Credit Value: 36
Total Delivered Hours: 18
Total Learning Hours: 360
Private Study: 342

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Seminar	6
Tutorial	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1		30	
Report	AS2		50	
Presentation	AS3		20	

Aims

This module aims to provide students with the opportunity to undertake a self-directed project relating to an area or topic of particular personal interest to themselves. Students will have the opportunity to complete a substantial piece of design work in a supervised environment and will be expected to demonstrate the application of knowledge and skill gained throughout the duration of their programme.

Learning Outcomes

After completing the module the student should be able to:

- 1 Demonstrate the ability conceive, plan and execute a substantial design project
- 2 Research and evaluate an established body of knowledge relevant to the project.
- 3 Generate a set of professional quality presentation materials and present their designs to an audience
- 4 Answer a range of questions about their work
- 5 Create a prototype to validate their design
- 6 Write a design report.

Learning Outcomes of Assessments

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

Report	1	2	6
Coursework	3	5	
Presentation	4		

Outline Syllabus

Projects may involve a broad range of different design related activities but in all cases should be structured to allow a student to demonstrate achievement of the module learning outcomes. In the first instance it is the student's responsibility to demonstrate that they have achieved all of the learning outcomes, but guidance will be given by their supervisor.

Learning Activities

This module is primarily an opportunity for students to undertake a significant piece of self directed design work prior to graduation. It is however a supervised project and so the self directed element of the module will be supported by frequent tutorial sessions with an officially appointed supervisor. In order to support all students a series of seminars will be run throughout the academic year.

Notes

1) Students must meet 80% of the 'checkpoint' criteria (and all of the compulsory criteria) in order to be eligible to receive a grade for this portfolio. This is designed to ensure that students are properly engaged with their project and they (and their supervisor) have regular meetings to monitor progress towards completion. Part of the 'checkpoint' criteria is that students must attend seminars which will provide

useful guidance and support relating to essential aspects of completing their project. The checkpoint criteria are such that students may only miss a maximum of 2 seminars throughout the year.

2) Students will be required to display their work in an official location as defined by the programme team and in a format according to the module documentation provided. All students will be required to attend an official oral examination (viva) in the same location at a pre-arranged time and date. At the time of the oral examination, students will be required to confirm to the examination panel that the work which has been submitted, and which is on display, is entirely their own except for where acknowledgements or citations have been provided. Attendance of the oral examination is compulsory and is a pre-requisite for passing the module.

3) The work carried out by each individual student will be recorded in a design report which should clearly demonstrate the way in which the learning outcomes have been met. The format of this report should be such that it will document the research which has been carried out, the design process which has been followed, provide a record of conceptual design activities which have been undertaken and a complete description of the finished design. The report must be written in appropriate language and should follow a structure which matches the objectives of the project. It is acknowledged that the precise content and format of this report will depend upon the type of project which has been undertaken as well as the specific programme of study being followed. In addition to the design report, all students must produce a principle proving prototype of their design. Again, it is acknowledged that the exact nature of a prototype will depend upon the project which has been undertaken but in general terms the definition is that it should be an artefact which can be used to embody the output from the design process. In most cases this would be a good quality physical prototype with sufficient functionality to validate the design but in certain cases other forms may be appropriate (digital models, video etc). If students wish to use an alternative form of prototype then they should receive prior approval from their supervisor and must take responsibility for ensuring that adequate facilities are available at the show location for their alternative prototype to be displayed (e.g. AV equipment etc).