Liverpool John Moores University

Title: Project
Status: Definitive
Code: **6003AMP**   (120142)
Version Start Date: 01-08-2019

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

Team	Leader
David Ellis	Y
Colin Robinson	
Kevin Johnston	
Karl Jones	
Paul Otterson	
Tony McKenna	

Academic Level:	FHEQ6	**Credit Value:**	36	**Total Delivered Hours:**	10
Total Learning Hours:	360	**Private Study:**	350		

Delivery Options
Course typically offered: Standard Year Long

Component	Contact Hours
Tutorial	10

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Terms of Reference	10	
Report	AS2	Logbook and time management	20	
Report	AS3	Media related deliverable	30	
Dissertation	AS4	Final written report	30	
Report	AS5	Reflection on submission for making Things Happen	10	

Aims

To allow the students to develop their knowledge, skills, and general expertise in relation to a project deliverable embodying technical mastery, good design practice, and self -management on a subject of their choice. The project will provide the opportunity for the students to demonstrate their ability to learn and develop their skills independently culminating in an audio deliverable suitable for showcasing to prospective employers.

Learning Outcomes

After completing the module the student should be able to:

1. Demonstrate a knowledge of and ability to apply design, management, and technical skills within the project.
2. Demonstrate to an advanced degree the ability to organise and coordinate the resources at their disposal to achieve project aims, including liaison with technical staff, lecturers and other organisations
3. Demonstrate their ability to produce an audio-related deliverable which adheres to industry standards
4. Demonstrate their ability to learn new skills, acquire new knowledge, adapt current skills and knowledge and apply them to specific outcomes or problems in a self-directing mode of learning.
5. Have developed the skills of research, problem-solving, decision-taking during the project.
6. Identify and reflect upon your potential to lead and your ability to make things happen and why this is important to your career development.

Learning Outcomes of Assessments

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

Terms of Reference	1	
Logbook & Time Management	2	
Media Related Deliverable	3	
Final Written Report	4	5
Reflect on making Things Happe	6	

Outline Syllabus

Although there is no specific syllabus, the process of achieving a successful end to the project will be:
Identification and exploration of suitable subjects for the project.
Selection of project and rationale for the choice.
Development of scope, deliverables and timescale.
Identification and discussion with supervisors, the problems to be solved or opportunities to be evaluated within the time constraints of the project.

Presentation of project in final agreed format.
The student will provide a Terms of Reference document and Gantt chart, agreed by supervisor(s) and student, to be submitted by a specified date (normally about 1 month after the start of semester 1). Thereafter the student will carry out the project according to this Terms of Reference.
The student will be assessed by their academic project supervisor on their management of the project. This will be based on the upkeep and timely submission of a project log based on adherence to the deliverables cited in the Gantt and minutes of meetings with supervisors to discuss progress and problems/solutions encountered. A minimum number of meetings is expected.

Learning Activities

Project work; lectures on project support topics; supervision tutorials

Notes

The Project is intended to be the embodiment of all components of the course, bringing together theoretical and conceptual aspects into the management of a media project in a realistic technical/commercial environment.

This module provides students with the opportunity to develop their skills in making things happen and, for those who have previously completed the World of Work Bronze and Silver, to complete the World of Work Gold.