

Liverpool John Moores University

Title: Project
Status: Definitive
Code: **6117ENG** (117056)
Version Start Date: 01-08-2018

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

Team	Leader
Paul Otterson	Y

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	Cwork 1		10	
Reflection	Cwork 2		30	
Dissertation	Cwork 3		60	

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 a media presentation suitable for showcasing to prospective employers.

Learning Outcomes

After completing the module the student should be able to:

- 1 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.
- 2 Demonstrate a knowledge of and ability to apply design, management, and technical skills within the project.
- 3 Have developed the skills of research, problem-solving, decision-taking during the project.
- 4 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

Learning Outcomes of Assessments

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

Terms of Reference	1	
Project Progression	2	
Present of Material	3	4

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 of 3 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.