

Project

Module Information

2022.01, Approved

Summary Information

Module Code	6200COMP
Formal Module Title	Project
Owning School	Computer Science and Mathematics
Career	Undergraduate
Credits	40
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Computer Science and Mathematics

Learning Methods

Learning Method Type	Hours
Lecture	6
Seminar	12

Module Offering(s)

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-CTY	CTY	September	28 Weeks

Aims and Outcomes

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.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Critically analyse published research related to a computing problem domain
MLO2	2	Identify complex computing problems and propose project aims and requirements to help solve them
MLO3	3	Design and develop an artefact solution to a complex computing problem
MLO4	4	Critically evaluate the solution to a complex computing problem

Module Content

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.
Module Overview	This module presents you with the opportunity to complete a substantial project in a chosen area relevant to your programme. The scope of what is an appropriate artefact varies between programmes and you will discuss this with your programme teams. This module will enable you to use rigorous development or scientific methods to produce an artefact, resulting in an oral and written report.
Additional Information	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.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping
Report	Report on Artefact Development	90	0	MLO1, MLO2, MLO3, MLO4
Presentation	Project Presentation	10	0	MLO4

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Bob Askwith	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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