

Major Project

Module Information

2022.01, Approved

Summary Information

Module Code	6263PDE
Formal Module Title	Major Project
Owning School	Engineering
Career	Undergraduate
Credits	40
Academic level	FHEQ Level 6
Grading Schema	40

Teaching Responsibility

LJMU Schools involved in Delivery
Engineering

Learning Methods

Learning Method Type	Hours
Practical	22
Seminar	11
Workshop	121

Module Offering(s)

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

Aims and Outcomes

Aims	Provide an opportunity to complete a substantial piece of design work in a supervised environment that is of particular interest to the student. Students will demonstrate the application of knowledge and skill gained throughout the duration of their programme to solve a self-selected problem.
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After completing the module the student should be able to:

Learning Outcomes

Code	Number	Description
MLO1	1	Apply a recognised design process from a self-selected complex problem and develop a solution from a range of concepts.
MLO2	2	Demonstrate independent creative and critical thinking in the pursuit of a solution.
MLO3	3	Systematically apply design techniques and skills to produce a design solution to professional, highly innovative standards.

Module Content

Outline Syllabus	This is a self-determined project-based module to allow students the opportunity to demonstrate their design-thinking and design-craft skills. It builds on knowledge gained from the L6 Semester 1 module: Major Project Research Report. The module consists of a major design project proposed by the student and validated by staff. The student, with tutorial guidance, will determine the nature and direction of the design project once they have undertaken a period of initial research (in module 6262PDE) and developed a robust argument for the problem based on secondary research. The module involves a series of seminars and workshops, which focus on the delivery of the project solution propositions. Guidance is provided on appropriate philosophies of approach, theory, methodologies and techniques.
Module Overview	<p>Aims Provide an opportunity to complete a substantial piece of design work in a supervised environment that is of particular interest to the student. Students will demonstrate the application of knowledge and skill gained throughout the duration of their programme to solve a self-selected problem.</p> <p>Learning Outcomes After completing the module the student should be able to:</p> <p>1 Apply a recognised design process from a self-selected complex problem and develop a solution from a range of concepts. 2 Demonstrate independent creative and critical thinking in the pursuit of a solution. 3 Systematically apply design techniques and skills to produce a design solution to professional, highly innovative standards.</p>
Additional Information	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. UN Sustainable Development Goals This module includes content, which relates to the following UN Sustainable Development Goals This project module allows students to select a global, first order problem and develop a user-centred solution within a suitable design domain. As such, this module has the capacity to cover a large range of the UN Sustainable Development Goals.

Assessments

Assignment Category	Assessment Name	Weight	Exam/Test Length (hours)	Module Learning Outcome Mapping

Portfolio	Process Book	30	0	MLO3, MLO1, MLO2
Presentation	Design Posters	35	0	MLO1, MLO2, MLO3
Artefacts	Final Display Model	35	0	MLO1, MLO2, MLO3

Module Contacts

Module Leader

Contact Name	Applies to all offerings	Offerings
Adam Papworth	Yes	N/A

Partner Module Team

Contact Name	Applies to all offerings	Offerings
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