

Liverpool John Moores University

Title: Project
Status: Definitive
Code: **6500CSMM** (128322)
Version Start Date: 01-08-2021

Owning School/Faculty: Computer Science and Mathematics
Teaching School/Faculty: Auston College Myanmar, Yangon, Myanmar

Team	Leader
Christopher Wren	Y
Robert Askwith	

Academic Level: FHEQ6 **Credit Value:** 40 **Total Delivered Hours:** 18
Total Learning Hours: 400 **Private Study:** 382

Delivery Options

Course typically offered: Standard Year Long

Component	Contact Hours
Lecture	6
Seminar	12

Grading Basis: 40 %

Assessment Details

Category	Short Description	Description	Weighting (%)	Exam Duration
Report	AS1	Final Report	100	

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.

Learning Outcomes

After completing the module the student should be able to:

- 1 Critically analyse published research related to the chosen project area
- 2 Identify complex problems and develop project aims and requirements
- 3 Design and develop a solution to a chosen problem
- 4 Critically evaluate the artefact produced

Learning Outcomes of Assessments

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

Report	1	2	3	4
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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.

Learning Activities

Research methods, project planning and project management methods are introduced in lectures. Students are allocated a supervisor who advises them throughout the year and checks on their progress.

Notes

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.