

# **Project**

## **Module Information**

**2022.01, Approved** 

## **Summary Information**

Module Code	6500SEPA
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	
LJMU Partner Taught	

#### **Partner Teaching Institution**

Institution Name	
Beaconhouse Group	

### **Learning Methods**

Learning Method Type	Hours
Lecture	6
Seminar	12

## **Module Offering(s)**

Display Name	Location	Start Month	Duration Number Duration Unit
SEP-PAR	PAR	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 writted 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	
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
Presentation	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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