1. **Title of the module**

COMP6000 (CO600) - Group Project

COMP6001 (CO600) - Group Project

1. **School or partner institution which will be responsible for management of the module**

School of Computing

1. **The level of the module (Level 4, Level 5, Level 6 or Level 7)**

Level 6

1. **The number of credits and the ECTS value which the module represents**

30 credits (15 ECTS)

1. **Which term(s) the module is to be taught in (or other teaching pattern)**

Autumn and Spring

1. **Prerequisite and co-requisite modules**

Pre-requisite: COMP5100: Software Engineering (Canterbury)

1. **The programmes of study to which the module contributes**

Computer Science and related programmes

Computing

Computing and Business Administration

Computing Joint Honours

Business Information Technology

“Year in Industry” equivalents

1. **The intended subject specific learning outcomes.
On successfully completing the module students will be able to:**

8.1 Understand particular technical topics in depth (for instance, use of a particular programming language, or software development tool, component architecture or mathematical technique) beyond that obtainable from the rest of the programme.

8.2 demonstrate an enhanced understanding (gained from practical experience) of project organisation, implementation, analytical skills and documentation techniques (as studied in other courses).

8.3 specify, design and implement a computer-based system that meets a real need;

8.4 evaluate and choose between potential solutions to a technical problem;

8.5 evaluate and deploy appropriate tools and techniques and demonstrate a degree of innovation and/or creativity

1. **The intended generic learning outcomes.
On successfully completing the module students will be able to:**

9.1 Appreciate the dynamics of working in a group

9.2 Demonstrate oral presentation skills

9.3 Write a technical report

9.4 Acquire technical knowledge and understanding in an independent fashion.

9.5 Critically evaluate and reflect on work performed

9.6 Manage their time and resources effectively

1. **A synopsis of the curriculum**

Students, working in small groups, undertake a project related to computer science and/or software engineering. The project may be self-proposed or may be selected from a list of project proposals. A project will involve the specification, design, implementation, documentation and demonstration of a technical artefact, demonstrating the ability to synthesise information, ideas and practices to provide a quality solution together with an evaluation of that solution.

1. **Reading list (Indicative list, current at time of publication. Reading lists will be published annually)**

None

1. **Learning and teaching methods**

Total contact hours: 28

Private study hours: 272

Total study hours: 300

1. **Assessment methods**
	1. Main assessment methods

Project, assessed via several deliverables including a technical report and corpus, and an individual reflective report (272 hours) (100%)

13.2 Reassessment methods

Reassessment Instrument: 100% project

1. **Map of module learning outcomes (sections 8 & 9) to learning and teaching methods (section12) and methods of assessment (section 13)**

|  |  |  |  |  |  |  |  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- | --- |
| **Module learning outcome** | *8.1* | *8.2* | *8.3* | *8.4* | *8.5* | *9.1* | *9.2* | *9.3* | *9.4* | *9.5* | *9.6* |  |
| **Learning/ teaching method** |  |  |  |  |  |  |  |  |  |  |  |  |
| Independent Study and Group Project Work | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |  |
| Supervisions | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** |  |
| Lecture |  |  |  |  |  |  |  | **X** |  | **X** |  |  |
|  |  |  |  |  |  |  |  |  |  |  |  |  |
| **Assessment method** |  |  |  |  |  |  |  |  |  |  |  |  |
| Technical Report | **X** | **X** | **X** | **X** | **X** | **X** |  | **X** | **X** | **X** | **x** |  |
| Substantive Project Work/Corpus | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **X** | **x** |  |
| Viva/Presentation | **X** | **X** | **X** | **X** | **X** | **X** | **X** |  | **X** | **X** |  |  |

1. **Inclusive module design**

The School recognises and has embedded the expectations of current equality legislation, by ensuring that the module is as accessible as possible by design. Additional alternative arrangements for students with Inclusive Learning Plans (ILPs)/declared disabilities will be made on an individual basis, in consultation with the relevant policies and support services.

The inclusive practices in the guidance (see Annex B Appendix A) have been considered in order to support all students in the following areas:

a) Accessible resources and curriculum

b) Learning, teaching and assessment methods

1. **Campus(es) or centre(s) where module will be delivered**

Canterbury

Medway

1. **Internationalisation**

The topics addressed by this module relate to a field which is of international importance, given the global role of computers in today's technological innovation. The topics covered by this module are international in nature, being identical worldwide and independent of traditional spoken language.

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**Revision record – all revisions must be recorded in the grid and full details of the change retained in the appropriate committee records.**

|  |  |  |  |  |
| --- | --- | --- | --- | --- |
| Date approved | Major/minor revision | Start date of the delivery of revised version | Section revised | Impacts PLOs (Q6&7 cover sheet) |
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Revised FSO Jan 2018