



ICEBREAKER



WHICH MOVIE/TV SHOW DO YOU WISH YOU COULD WATCH AGAIN FOR THE FIRST TIME?



slido.com #1557318



What is the Group Project?

The group project is a chance for students to work together in small groups to design, develop and implement a project that demonstrates what they have learnt from their studies with CFG.



Your project will differ depending on which stream you are enrolled in, but up next we have some great examples of previous projects you can take inspiration from!







PREVIOUS EXAMPLES

It's not you, it's me! (Full Stack)

A two player game called, "It's Not You, It's Me!".

Using React on the frontend and Express on the backend, our game uses socket.io for real time communication between browsers, connecting two players in an interactive quiz experience which tests how well they know their loved ones.







Increasing Adoption Rates At The Austin Animal Center (Data)

With animal shelters in the United States collectively taking in millions of companion animals each year and being stretched to capacity, there is interest in maximising the number of animals with positive outcomes - that is, adoption into loving forever homes as quickly as possible.

Using data from the Austin Animal Center (AAC), this project set out to investigate how the shelter can increase the number of animals who are adopted and the speed at which they are rehomed.

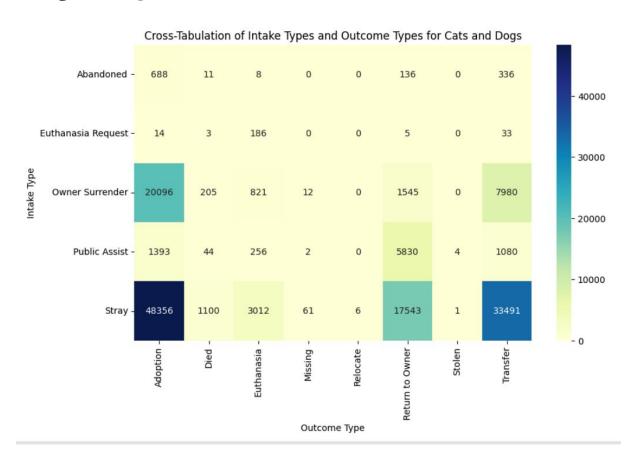








Increasing Adoption Rates At The Austin Animal Center (Data)





ChapterOne (Software)

In order to try & alleviate the daunting task of where to start looking for book recommendations, they decided to create a website that generates a recommended reading list of ten books based on a selected genre & additional filters as desired by the user.

Their intended audience is adult readers with a desire to discover & enjoy a new book. The purpose of the website was to provide a small, focused recommended reading list based on a specific user-selected genre, to give users helpful, informed & detailed suggestions on what to read.

















Home

Welcome to ChapterOne

Looking for your next read but not sure where to start? Let Chapter One help you! Using the filters below, set your preferred criteria to help refine and detail your search in order to return a list of recommendations. You'll be cosied up with your next book in no time.

Select from the filters below to generate your recommendations:										
Genre: ☐ am interested in ✓	Category:	Book Length: Short Medium Long	Sort Reading List: Order by	Find books						

INFORMATION

During the Group Project

- You will be split into groups of between 5-7 students (3-4 for PM).
- We recommend creating a Slack channel or group chat with all members and your assigned marker in.
- Students should work on their project as a group independently. This is a
 great opportunity for you to showcase your skills and learning, so please
 only ask instructors for help when absolutely necessary.









Submitting the Group Project

For Software, Data and Full Stack submissions **must** be made via GitHub.

They should include:

- 1. Project Document: A PDF document (as per guidelines) with clear project specification,
- 2. Source code for the project to be shared via GitHub with the assigned instructor,
- 3. README file with clear instructions how to execute the code,

For Product Management, submissions can be made directly to the assigned marker. They should include:

1. A PDF file containing the group's case study

All submissions should also contain a group project log shared with your assigned marker via Slack - this is outlined later in the slides.









Submitting the Group Project

The deadline for submission of your project files is 11.59pm, Sunday the 25th August 2024.





Please note you do not need to submit your presentations at this time - they should be shared with your instructors shortly before the presentation session on Friday 30th August.





Group Project Presentations

On the final session of the CFGdegree you will be invited to present your group project to your student group, instructors, and some sponsoring client representatives.



Your presentations should be a slide deck or something similar (e.g. Google Slides, Prezi, Canva) and should include a demo of your project where applicable. The presentation itself should be no longer than 5 minutes.



All students are expected to contribute to the presentation.

Although this is an assessed part of the project, it is also a celebration and a showcase of your achievements!





Marking the Group Project

For Software, Data and Full Stack projects the instructors will be looking at the following:

- Objective(s) of the Project and Final Result (10%): how well did the project meet the original objectives?
- Code Implementation (50%): how well written and organised is the code?
- **Project Documentation (30%)**: is there a clear intro, background, discussion and conclusion?
- **Group Project Presentation (10%)**: how well did you present as a group? Was it clear and concise? Did you keep the audience engaged and answer questions effectively?









Marking the Group Project

For Product Management case studies the instructors will be looking at the following:

- Product Analysis (30%): how well have you analysed the product, problem and thought about potential solutions?
- **Product Creation (40%):** has the highest value solution been chosen and built upon?
- **Product Communication (10%)**: how well is this communicated to the product's user base?
- **Presentation delivery (20%)**: how well can you present your product to an audience for the first time?









OUR TOP TIPS FOR GREAT TEAMWORK

COMMUNICATION

ORGANISATION

UNDERSTANDING

RECORDING PROGRESS

RESOLVING CONFLICT

COMMUNICATION

The biggest piece of advice we have is to communicate with your team members, regularly and clearly!

If you cannot make a team call, please let your team members know. If you are struggling with an assigned task, ask for help before it needs to be completed. If you are feeling overwhelmed, please reach out to them - people are understanding and willing to help, but only if they have the information!

If, at any point, you feel unable to complete the project or the course please contact the CFGdegree Programmes Team as soon as possible.









ORGANISATION

Make sure that all members of the group are aware of what they should be doing, and when.

Organise your tasks clearly. Trello, Jira, and other project management software is great for this.

Have regular progress check-ins (either as a call or just over Slack) to make sure everyone is on the same page.









ORGANISATION

Below is a great example of how a group divided up tasks, and then clearly communicated this in their project documentation:

Table 3: Division of Responsibilities Across Team

		Responsibilities											
Team Member	Project definition & dataset selection	Scrum master	Kanban board manager	Compilation of group homework	Data mining	Data merging & cleaning	Descriptive analysis & visualisations	Time series analysis & visualisations	Compilation of final Jupyter notebook	Compilation of Readme.md file	Compilation of Project Doc	Compilation of presentation	Contributions to sprint
	x				X	x		x	x	х			X
	x					×					x		×
	х	×					х					x	х
	×							x					×
	×	X 10	x	×		1 1	х					1	х



UNDERSTANDING

You may be in a group where certain members find it difficult to communicate as well as yourself, or commit as much time.

Please be as understanding as possible that for some students, fast-paced discussions on Google Meet or Zoom may be really difficult to follow or overwhelming.

You may find that team members prefer to communicate over Slack, email or Jira - please be accommodating of this.

Some students are studying for the CFGdegree whilst working full-time and caring for dependents. **Please be understanding that not everyone will be able to commit the same amount of time to this project** - which will happen in your future job roles too! As long as students can contribute a *reasonable* amount of work, this is not a problem.





RECORDING PROGRESS

Throughout the project all team members should complete an activity log.

We will share this file with you for you to make a copy of:

Project Activity Log

We suggest that each individual is assigned a tab, and then the team submits the whole sheet to their assigned marker at the end of the project.

We also strongly suggest that you record any virtual meetings you have. This is a useful way to keep track of what was discussed and agreed, and will help resolve any conflicts in the unlikely scenario they arise.









CONFLICT RESOLUTION

You may find that you occasionally disagree with other members of the group about the content or direction of the project. This is normal, and you should:

- Ensure that you are communicating your point of view politely, calmly and clearly,
- You make every effort to understand and acknowledge the other person's point of view,
- You are willing to compromise.

Sometimes, you will have to accept that you cannot always go with your first choice! Using someone else's idea (even if you think yours was better!) is much better than arguing for days and losing precious time on the project work.

It is really important that you can resolve minor disagreements yourselves, without involving instructors or the CFG team - this is a key part of the project, and any job or career you go into after completing your studies with us!

Please treat this like a professional, work-based project.









CONFLICT RESOLUTION

The <u>CFG Code of Conduct</u> **MUST** be followed at all times. Any breaches of this will be taken very seriously and should be reported immediately to your instructors or the Programme Management team.









ESCALATING ISSUES

Please note: Any breaches of our CFG Code of Conduct should be reported immediately to the Programmes Team via Slack

Initial issue arises (e.g. a member of the group is not responding to messages).

Step 1: Informal resolution should be attempted by the group members (e.g. email the unresponsive student to check in on them).

Please do not wait until after the submission deadline to report issues! **Step 2**: If informal resolution does not solve the problem, the issue should be escalated to the assigned instructor (e.g. the assigned marker can contact the unresponsive student to check in on them).

Step 3: If further action is required, the assigned instructor or a nominated member of the group should contact the Programmes Team via Slack. Please include in your message your stream (e.g. engineering 1) and group number.

THANK YOU, AND ENJOY!



