

**2016**

Module Code: COIS50904

Course Leader

Module code: IS3D660

**Individual Final Year Project Handbook 2024-25**

Project Co-ordinator: Dr Nathan Thomas

Dear students

In addition to the lecture materials and resources on Blackboard this handbook will guide you through your final year Degree project:

It tells you:

* What are the main requirements of the project:
* Project proposal and ethics form
* Progress Report (Initial Research, LSEPI and Design)
* Implementation (the artefact)
* Final report (dissertation)
* Presentation/Demo
* what you should address in each of them
* when they are due
* information and general advice to certain aspects of the project

Table of Contents

[Part 1 - Project Outline 3](#_Toc169702289)

[Key Deliverables 4](#_Toc169702290)

[Key Dates and Deadlines 4](#_Toc169702291)

[Project Aims and Purpose 4](#_Toc169702292)

[Project Scope 5](#_Toc169702293)

[Artefact Types 5](#_Toc169702294)

[Students Responsibilities 6](#_Toc169702295)

[Supervisors Responsibilities 6](#_Toc169702296)

[Plagiarism 8](#_Toc169702297)

[Choosing a Project 8](#_Toc169702298)

[Project Proposal 9](#_Toc169702299)

[Progress Report 10](#_Toc169702300)

[Final Report (Dissertation) 11](#_Toc169702301)

[Implementation (Artefact) Submission 12](#_Toc169702302)

[Presentation Event and Demo 12](#_Toc169702303)

[A2 Poster Layout and Content 13](#_Toc169702304)

[Poster Submission to Blackboard 13](#_Toc169702305)

[Ethical Issues and Conduct of the Project 13](#_Toc169702306)

[Database Information 14](#_Toc169702307)

[Material downloaded from the Internet and Online Sources 14](#_Toc169702308)

[Evaluation 14](#_Toc169702309)

[Part 2 - Managing Your Project 15](#_Toc169702310)

[Planning and Time Management 15](#_Toc169702311)

[Suggested structure of the Final Report 17](#_Toc169702312)

[Headings: 17](#_Toc169702313)

[Appendices 19](#_Toc169702314)

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# Part 1 - Project Outline

# Key Deliverables

* **Project Proposal and Ethics Form**
* **Progress Report**
* **Project Implementation (Artefact)**
* **Final Report (Dissertation)**
* **Poster Presentation Event / Demo / Q&A**

# Key Dates and Deadlines

|  |  |
| --- | --- |
| Project Proposal | Fri 15th November 2024 |
| Supervisors allocated | Fri 29th November 2024 |
| Ethics form | Fri 6th December 2024 |
| Progress Report and Presentation | Fri 14th February 2025 |
| Final Report Deadline | Mon 28th April 2025 |
| Presentation Event / Demo: In person on campus (date TBC via BB) | TBC |

# Project Aims and Purpose

The project is worth 40 credits (equivalent of two double modules) and is intended to provide a supervised and managed context in which students can demonstrate their ability to undertake and produce a substantial piece of work at the required standard for a level 6 award.

It is an opportunity for students to demonstrate a mixture of academic, professional and technical IT and Computing skills.

The final year project provides a framework in which elements from the academic programme of study can be integrated and relevant competencies and skills demonstrated.

Specifically, the purpose of the project is to give students the opportunity to demonstrate their academic abilities in the following key areas:

* Research
* Design, Analysis and Functional Specification
* Implementation / Development (known as the artefact).
* Testing and Evaluation
* Documentation
* Communication and Presentation Skills

An excellent project is one in which extensively covers all of the above key areas to a very high academic standard.

# Project Scope

The project can focus on any suitable Computing / ICT theme within an award, but it must:

* Test a range of your abilities
* Combine sound academic methods with practical skills
* Be conducted on an ethical basis

It is imperative that the chosen project along with the implementation (artefact) matches with the nature and scope of the named course. e.g. If you undertake the project as part of your BSc Applied Computing; BSc ICT, or BSc Computing award then your project implementation (artefact) must align itself to the exit outcomes of your course. i.e. Your artefact cannot be one which is based on creating a game or a software forensics tool. The artefact must be purely based in the field of Informatics.

## Artefact Types

The project must involve the creation of an artefact of some kind, it cannot consist entirely of a simple piece of research or a literature review. Typically for a Computing based project, the development of your chosen artefact should provide sufficient scope to allow your project to encompass all the relevant stages of a degree project such as the design and creation of a piece of software or web technology, along with appropriate testing and user evaluation of outputs where appropriate. The project may combine the use of specific hardware such as a Raspberry Pi or VR headset (if you have access to this type of kit). The term software typically refers to an output that makes use of any programming languages, SDK’s, platforms, software tools or the use of various web and scripting technologies etc. If your self-proposed project requires the use of any specific hardware it is entirely your responsibility to ensure that you have access to this hardware, please do not assume this hardware will be supplied by the University.

Aside from developing software, other types of artefacts that are appropriate for the project are:

* The design and execution of an experiment and an analysis of the experimental results.
* The production of a policy or strategy document for a specific context and evaluation by relevant stakeholders.

Your project proposal must indicate the nature of your artefact, showing how it fits with the themes of your course and how it will allow you to satisfy the above requirements. You must demonstrate that your project will be suitable before it is approved. Inappropriate proposals will be rejected and may lead to delays to a project supervisor being allocated to you, preventing you from starting work on time.

# Students Responsibilities

Students should be quite clear at the outset of the project as to the differences between the role and responsibilities placed on themselves and those of their supervisors.

During the project, it is the student’s responsibility to:

* Choose an existing project from an academic member of staff or, alternatively to propose a new project
* Ensure that you stick to your chosen project as you won’t be able to change it later
* Obtain ethical approval for the project and submit the ethical approval form at the start of the project
* Maintain regular contact with your first supervisor including any meetings requested by your first supervisor
* A student must work individually on their project. Note: This is not a group project
* Devote sufficient hours per week to the project
* Plan, manage and document the various stages to the project work
* Submit the project deliverables on time and to a good academic standard
* Reference any material retrieved from texts or online sources
* Implement, test and reflect upon the implementation (artefact)
* Present the project and demonstrate your deliverable (artefact)
* Be available for the presentation event at the end of the project. Note: the presentation event is mandatory, and a final mark may not be awarded if you do not attend the presentation at the end of your project (\*excludes cases with EC’s).

# Supervisors Responsibilities

* Your project will have two supervisors – first and second. Your primary contact is always with your first supervisor – not second. Always contact your first supervisor as they will take the lead with your project.
* Your second supervisor is there as a backup in the unlikely event that your first supervisor is unavailable for an extended period. Your second supervisor will also be present during your presentation and to moderate the marking of your project. i.e. they also act as an independent assessor and moderator.
* You don’t need to contact your second supervisor.
* **The first supervisor is not there to do the work for the student** and has no direct responsibility for the detailed investigation or the accuracy of the project nor is the supervisor responsible for the end deliverable (artefact) or to guarantee a success to the project. Remember this is your project. The first supervisor’s role is only one of verifying, encouraging and guiding you through the project life cycle.
* The first supervisor can be utilised to assist with defining an appropriate project title, aim(s) and objectives; as a reactor to proposed ideas and plans; and advise the student on a course of action or indicate its shortcomings
* The first supervisor can stipulate on the preferred method and availability for meetings. This can be either individually in person, within a group (with other project students) or online via Teams etc. Note: It is expected that students are available throughout the duration of the working week and within term time as this is a full-time course. If your project meeting is scheduled for a day or time when you are not taught on campus, and this is the only time in which the supervisor is available then you are expected to attend these project meetings when requested.
* First Supervisors must also ensure students have considered any ethical and/or legal issues relating to their project. They must liaise with students to complete and sign the ethics form before delivering the form to the project co-ordinator at the commencement of the project.

# Plagiarism

Any attempt to represent material belonging to others as that of the student or any attempt to copy the work of constitutes an academic offence under the University’s assessment infringement regulations.

*Note: Even copying small unattributed portions of material from the texts or electronic sources is unacceptable. Any quoted material must be placed within quotation marks and be clearly referenced. Material utilised but paraphrased must still be clearly referenced.*

More details about the University referencing requirements can be found here: <https://library.southwales.ac.uk/collections-subject-guides/referencing/>

The University has strict guidelines on student conduct and academic integrity. These stress that students must be the authors of their own work. Content produced with generative AI platforms, such as ChatGPT, without an approved method of declaration and/or prior academic approval, does not represent the student’s own original work so could be considered a form of academic misconduct to be dealt with under the University's Academic Misconduct procedures. Full details on this can be found in the USW Student Regulations:

<https://registry.southwales.ac.uk/student-regulations/regulations-taught-courses/>

Information about Academic Misconduct can be found here:

<https://registry.southwales.ac.uk/student-regulations/academic-misconduct/>

The University utilises a plagiarism detection tool called TurnItIn. Dissertation submissions will be made electronically through TurnItIn.

# Choosing a Project

There are two ways in which your project topic and supervisor might be allocated by the project co-ordinator:

1. You will be provided with a list of project titles that have been proposed by potential academic supervisors and you may request to be allocated to one of these projects. Note: Only one student can be allocated to a project, so you may not be guaranteed to be allocated to your first choice of topic or supervisor.
2. You may propose a project topic of your own choice, suggesting a potential supervisor however due to a supervisor being in high demand (as each has a limit) it may be necessary to allocate you to someone else.

Whether you are choosing from the list of project titles or proposing your own, you must complete a Project Proposal, as described below. You cannot propose an exact or similar project proposal / idea by another student on your course as this is an individual effort.

***It is very important that your project proposal is written and accepted as soon as possible during the Autumn Term and no later than the date indicated under Key Dates on page 4. You can also submit your project proposal any time prior to this date for review by the project co-ordinator. If you do not submit a project proposal by the deadline a meeting will be arranged with your Course Leader to discuss your engagement with the project.***

Once your project proposal has been accepted by the project co-ordinator a project supervisor will be allocated to you towards the end of the Autumn Term. Please make every effort to then contact your first supervisor especially if you would like to make an initial start on your project over the Christmas holiday period.

# Project Proposal

A sample project proposal template is available on Blackboard. Note: Regardless if you are choosing a project from the academic list of proposed project titles OR if you are proposing your own project you will also need to complete a project proposal.

In this initial document, students will need to demonstrate that they:

* Understand the motivation of their project
* Have a clear project aim and objectives
* Know about related work
* Is directly related to your degree award (i.e. it is based along an Informatics theme)
* Understand the topics revolving around their project
* Have a realistic schedule for the work involved
* Identify any required hardware and software and to ensure this is available
* Are aware of potential risks to include sufficient completion time, software and hardware.

One of the important considerations in the project proposal is to identify any required hardware and software for the implementation (i.e. the artefact). If the proposed project requires any specialised hardware or software, then this needs to be highlighted in the project proposal for further examination. If such specialised software or hardware is not available, then this is red flagged, and the project is considered to be non-viable and an alternative option needs to be confirmed or the project proposal is rejected. Similarly, if access to specific data-sets or specific resources are also required this also must be identified within the project proposal and checked to see if this is also viable for the success of the project. *Note: The University is not responsible for purchasing or loaning any specific software, hardware or resources for the project.*

Before the commencement of the project can begin, your project proposal and the points raised above must be approved by either the project co-ordinator or by the first supervisor.

# Progress Report and Presentation

It is imperative that you make an immediate and proactive start on your project in the first teaching week back in the Spring Term. A prompt start to the project will mean that within a few weeks you should have made considerable progress on the work and be able to create an early draft of your written dissertation in the form of a Progress Report and Presentation. These are very important milestones to the early stages of your project. No formal marks are awarded that contribute to your final grade, but they are intended to operate as a check that you are making suitable progress towards the completion of your project.

In addition to the written Progress Report, you should also perform a Progress Presentation.

**The Progress Report**

Your Progress Report should aim to be in the region of approximately 6000 words as this will cover the bulk of your research (literature review) and any initial design aspects to your project. It is expected to clearly identify:

* The project aims and objectives
* The functional and non-functional requirements of the project or deliverable
* A draft output produced from the research/literature review process and how this could be applied to the design of the final deliverable / artefact. Research to include aspects of relevant topics; evaluating software development platforms, methodologies, academic research, any initial questionnaires and pre-evaluation of commercial alternatives, etc.
* Since the project requires a physical artefact as a deliverable, i.e. typically a software or web development prototype then it is expected that the student will have commenced their consideration of the expected software development platform along with any necessary hardware
* Your interim report should also include some initial design consideration to the end deliverable and artefact. Some initial design work could include flowcharts, early concept ERD’s, wire-frame diagrams, personas, functional requirements, UI mock-ups etc.
* A section must also be included which details some initial LSEPI aspects associated with your project. This is an important requirement to your interim report and should represent approximately two pages of A4 in length (or approx. 1000 words based on single spacing).

Your progress report must be uploaded to Blackboard as set out in the key dates section.

**If you do not submit a Progress Report a meeting will be arranged with yourself to discuss your progress on the project to date.** If you experience problems submitting your progress report in time, please contact your first supervisor or the project co-ordinator.

**The Progress Presentation**

During one of your scheduled meetings (which may also involve other project students), you must present to your first supervisor a brief PowerPoint presentation outlining your research to date. You should also discuss any design considerations that are relevant to your project can demonstrate any early progress with the implementation of your deliverable output (i.e. the artefact). Your supervisor will give you feedback and suggestions at this time.

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# Final Report (Dissertation)

The Final Report, (i.e. the Dissertation), should aim to be around 12,000 words in total and is the main final deliverable of the project incorporating feedback and improvements from your Progress Report - hence why you should submit this document early on during your project to get invaluable feedback from your supervisor.

**This** Dissertation **is the final document that details the full project process including revised research, design, the artefact, testing, evaluation, conclusion and a revised LSEPI document (from your Progress Report).** A suggested structure for the Dissertation can be found in part 2 of this handbook.

Your Dissertation must be uploaded to Blackboard by the deadline outlined under key dates in this handbook. **This date is to be considered as the final deadline**. **No member of academic supervision team has the authority to grant personal extensions or accept late submissions beyond this date.** If you are unable to submit by the deadline due to Extenuating Circumstances, applications for a late or non-submission must be made in the usual method through the Advice Zone, either in person or online: <https://advice.southwales.ac.uk/advice-zone-online/>

If you are making an EC application, please make this known to the project co-ordinator and your first supervisor.

**Note: Only an electronic Word or PDF copy of the project is to be submitted to Blackboard, printed copies are not required and all submissions must be to Blackboard via Turn-It-In. An electronic copy e-mailed to supervisors will not be accepted.** It is important that the final report has the declaration, project title, author, and names of the supervisorsclearly printed on the front of the submitted document.

Useful Tip: Do not leave writing your final report until the end stages of your project. The best practice is to write often and regularly in line with the various stages to your project. When you come to develop the implementation take screenshots along the way and write up the implementation section soon after whilst it remains fresh in your mind.

# Implementation (Artefact) Submission

Your project implementation (the artefact) must also be submitted at the same deadline as your final report. Your artefact must be uploaded to Blackboard by the deadline outlined earlier in this handbook under Key Dates. There will be a dedicated upload slot for this within the project module on Blackboard.

# Presentation Event and Demo

Your Presentation Event will be on a fixed date and will typically take place soon after the deadline for the Dissertation after the Easter holiday period. The date for the event will be confirmed nearer to the time and will be announced on Blackboard.

The Presentation Event will involve yourself and other students who will also be showcasing their projects, along with your project supervisors and other academics in the same room. Students are required to prepare a printed A2 poster ahead of time outlining the various stages to the project. You will also be required to providea demo (if applicable) of your artefact. Sample template posters will be made available on Blackboard. The poster can be designed using any suitable software package such as Word/PowerPoint or a dedicated tool. Your poster will need to be printed and you can either do this independently yourself or via USW Print (Refer to [https://its.southwales.ac.uk/printing](https://its.southwales.ac.uk/printing/)/). ***Make sure you get your poster printed well before the date of the presentation event as there may be delays with USW Print offering this service.***

If your artefact consists of a software implementation, you can use your laptop or other device, or a PC in a computer lab to demo your work at the time of the presentation event. To ensure this runs smoothly, should you run into problems with the live demo, make sure that you have a pre-recorded option ready to go as a backup. Pre-recordings can be video captured from your smartphone or screen recording software or a combination of both.

The poster Presentation Event will also involve a discussion/Q&A session to determine your knowledge about your project.

**Important note: The Presentation Event is a very important requirement to your final year project and attendance in person is a mandatory requirement for a final mark to be awarded.** If you are unable to attend the event due to Extenuating Circumstances, applications for E.C’s must be made in the usual method through the Advice Zone, either in person or online: <https://advice.southwales.ac.uk/advice-zone-online/>

## A2 Poster Layout and Content

The poster should be clear, readable and suitable for an academic audience and should contain a concise overview of your project outlining the major steps involved in your project such as Aims, Objectives, Research, Implementation, Testing, Evaluation and Conclusion.

The poster can also include diagrams, screenshots, charts etc. Avoid using too much text per section and make good use of the space provided. **Remember that the Poster is aimed at providing a general overview of your project.**

It is advisable to discuss your poster with your supervisor prior to the event to get a good idea as to the outline and content/layout. Remember it all must fit onto A2 size paper either in landscape or in portrait orientation. Don’t waste any space! Make sure your poster also looks appealing and makes good use of sections, colours, layout, fonts etc.

## Poster Submission to Blackboard

Upload an electronic copy of your A2 poster to Blackboard by the deadline.

# Ethical Issues and Conduct of the Project

General ethical issues can arise in the final year project. For computing projects, this may involve some element of tests or evaluations with users or subjects and possibly contact with people or organisations external to the University. Standard ethical issues concerning informed consent of subjects, anonymity and privacy, respect for others, non-harm, etc. may arise. Students should familiarise themselves with the University ethical guidelines.

The University has introduced a procedure that ensures that ethical considerations are considered for each undergraduate project being undertaken.

A projects Ethics Form will be presented to students at the start of the project that will require them to identify the objectives of their study and explain how any ethical issues will be handled. It is important that the project supervisor is fully involved in this process before this form is submitted and by the deadline as specified in the key dates section of this handbook.

Students must respect the Law of Copyright, GDPR and the University’s rules relating to unfair practices in submitting work. All significant contributions taken from other persons or sources must be acknowledged in the body of a report, as well as in a separate section at the end.

If your project does not have Ethical Approval, the continuation of project work beyond the initial literature reviews without ethics approval may be subject to disciplinary and possibly legal action depending on the nature of the project. Ethical Approval is required, even if the project involves minimal ethical risk.

Work that has been conducted without Ethical approval may be disregarded when marking the project.

Ethical Approval must be sought prior to undertaking the work, not after the work has been started. Please ensure that you submit your ethical form by the deadline as this is your responsibility.

The following sections provide some examples of legal & ethical considerations:

## Database Information

A project that contains a database of personal information should take note of the GDPR requirements. Students should ensure that if they include actual personal information in their database then the persons involved have agreed to their details being included in the project database.

## Material downloaded from the Internet and Online Sources

Many project deliverables include material downloaded from the Internet, such as photographs, logos, media, animation, audio or video. Students must reference the source of all the material used. The use of material must be limited to that which is explicitly available for re-use. Students must state whether this material is freely available for use or restricted by a copyright agreement.

## Evaluation

Project deliverables might be evaluated by end-users. If your project requires participation from others in your evaluation you will need to ensure that they are treated ethically and must take particular care if any participants are vulnerable or fit the descriptions listed in the ethics form.

Should you decide to collect data on a large scale, online survey tools such as Survey Monkey or similar may not be used because the University does not have data processing agreements with them. Any differentiation around anonymous or not, is irrelevant. The University only condones use of Microsoft Forms in Office 365, or onlinesurveys.ac.uk because we have agreements with them. To use Online Surveys, students need to raise a POB with IT services (see IT Support webpages) asking for access and giving an email address to send the link to.

# Part 2 - Managing Your Project

# Planning and Time Management

One of the most important aspects that you will learn when undertaking your final year project is the requirement to manage your time carefully especially as you will have only the spring term (typically 12 weeks). Since most of your taught modules would have been completed by now you must now divert all remaining study time into your project to ensure that you complete by the project deadline. Remember! The project deadline cannot be extended only if you have E.C’s in place.

Final year projects require a considerable amount of time. Over the 12 weeks or so (plus some time over the Easter holiday period) you should expect to spend at least 150 hours working on it. A big misunderstanding of the final year project is treating it like an extended coursework or an HND project if you have previously completed one in college. Don’t forget that a final year project is worth 40 credits and this is the equivalent of two 20 credit modules.

Any attempt to try to start your project in the last few weeks of the spring term and prior to the Easter break is doomed to failure and you are at serious risk in failing your project. This is likely to mean a deferred graduation or even worse, repeating the year and having to start a fresh project at the next available opportunity. **The project also cannot be Pass Compensated (PC) at the award board unlike other modules on your course. If the project is a narrow fail and can be salvaged as a resit then this may be a possibility during the summer resit period.** Also remember that as a 40 credit module, the grade earned will be weighted effectively double that of your other 20 credit modules when calculating your degree classification, so it is important that you aim to achieve as high a grade as possible.

Consequently, it is essential that you begin your project early, work consistently at it over the 12 weeks and to track your progress closely. Naturally, the best way to do this is to plan your project in considerable detail. We will identify here one of the fundamentals of good project management: scheduling.

* A project schedule is an indispensable tool: building it forces you into thinking about all the things you need to do, their inter-relationships, the time each will take, and what each one will be used for. So, draw up a schedule.
* Identify all the major tasks; break these down into sub-tasks. Note well that the best input for this task is your system specification: there will be a task for each functional block and each data-structure, as well as sub-tasks for analysis, design, implementation, test, integration, and documentation. There will also be tasks for system test and evaluation, as well as documentation and report writing.

For each task and subtask:

* 1. estimate how much effort you expect it to take (hours) and over what period you will spread that effort (days): this is the task effort & duration
  2. identify the required inputs – information, software, hardware, and, most important of all, the results of other tasks in your project.
  3. Identify the expected outputs
  4. Identify a course of action to take if the task fails for some reason (*e.g.* the software or hardware doesn’t arrive in time)

Now try to identify the sequence in which you should do each task. In this, you will have to consider the relationships between each task and the use of the output of one task as the input to another.

In drawing up your project schedule, you may find it useful to use a standard project management tool (such as Microsoft Project). These tools make it easy to draw the schedule and to track your progress. However, they won’t do the planning for you, *i.e.* they can’t identify tasks, subtasks, effort, duration, etc. That’s something you must do yourself. You should be able to make a good attempt at this by the time you’ve finished reading this handbook. Project management tools can represent a finished schedule as a GANTT chart.

# Suggested structure of the Final Report

The format of your final report should roughly follow the guidelines below:

* Standard typing, i.e. size 11 or 12 font Times Roman, Verdana, Arial (or similar)
* Margins of min. 2.5 cm for top and bottom and min. 3 cm. for left and right margin
* 1.5 line spacing; long quotations can be single spaced
* The layout must be clear and concise
* Referencing is according to USW Harvard style

The final report should follow the order of content as indicated below, though allowing for your own individual names of chapters. This suggestion of content items below is based on a traditional academic thesis structure. Notice that your format or narrative could also be thematic interweaving elements of theory, method and data in topic/theme-oriented chapters. The traditional and recommended academic structure of a thesis in-volves the following items. The ‘Analysis’ is likely to be a major chapter. Also, some title/elements are compulsory in the form as presented below: that is the abstract, a table of contents, the use of page numbering, and a recognised referencing system.

## Headings:

**Title Page**

**Statement of Originality**

**Abstract (A précis of the total project)**

**Table of Contents**

**Introduction, Aim and Objectives**

**Chapter 1 Research – (This is your revised Interim Report with improvements)**

**Chapter 2 – Design, Functional and Non-functional Requirements**

**Chapter 3 – Overview to the Implementation and Development of the Artefact**

**Chapter 4 - Testing and Evaluation undertaken**

- Selection of Suitable Evaluation Methodology

**Chapter 5 - Future Enhancements and Recommendations**

**Conclusions (i.e. refer back to your project objectives)**

**References**

**Appendices**

LSEPI

Code listings

Other..

# Submitting the Project

The project (dissertation and Artefact) must be submitted by the deadline shown in the timetable.

Work submitted within five working days of the deadline will be given a maximum mark of 40% unless there are valid and approved extenuating circumstances. Work submitted more than five days after the deadline will be given a mark of 0% unless there are valid extenuating circumstances. This regulation does not apply to referred (resit) work, which must be submitted by the deadline shown unless there are approved extenuating circumstances.

The Dissertation must be submitted via Blackboard by 23:59 on the day of submission.

The project Artefact must also be submitted separately via Blackboard by 23:59 on the day of submission.

* If the artefact is a piece of **software**, then the software and any required libraries or associated test utilities should be uploaded. Include the raw code files. Include an executable file as well if appropriate. Raw data from user evaluation should also be included, e.g. completed questionnaires, transcripts of interviews, etc..
* If the artefact is the design and execution of an **experimental study**, then the raw experimental data and any analysis tools (for instance spreadsheets, or SPSS files) should be uploaded.
* If the artefact is a primary **data gathering** and analysis exercise, then the raw data should be uploaded, along with the statistical analysis tools used tools (for instance spreadsheets, or SPSS files).

# Appendices

The statement of originality (and signed) must be included at the start of your final report

**STATEMENT OF ORIGINALITY**

**IS3D660 Individual Project**

This is to certify that, except where specific reference is made, the work described within this project is the result of the investigation carried out by myself, and that neither this project, nor any part of it, has been submitted in candidature for any other award other than this being presently studied.

Any material taken from published texts or computerized sources have been fully referenced, and I fully realize the consequences of plagiarizing any of these sources.

Student Name (Printed) ………………………………..

Student Signature ………………………………..

Registered Course of Study ……………………………….

Date of Signing ……………………………….

Individual Project Assessment 2024-25

|  |  |  |  |  |  |
| --- | --- | --- | --- | --- | --- |
| **Student Name** |  | **Student Number** |  | | |
| **Project Title** |  | | | | |
| **First Supervisor** |  | **Second Supervisor** |  | | |
| **Criteria (to be marked by both supervisors on same sheet)** | | | | **1st** | **2nd** |
| Research and Design (15% of total mark) | | | |  |  |
| Implementation / Deliverable (Artefact) (25% of total mark) | | | |  |  |
| Testing & Evaluation (20% of total mark) | | | |  |  |
| LSEPI (10% of total mark) | | | |  |  |
| Quality of Dissertation (10% of total mark) | | | |  |  |
| \*Poster (10%) | | | |  |  |
| \*Presentation Event (10%) *\*These elements must be completed before a final mark can be awarded* | | | |  |  |
| **Total Mark %** | | | |  |  |
| **Average Mark %** | | | |  | |

**Feedback:**

|  |
| --- |
| **Research and Design** |
|  |
| **LSEPI** |
|  |
| **Implementation (Artefact), Testing and Evaluation and Quality of Dissertation** |
|  |
| **Poster and Presentation / Viva** |
|  |