

<b>TITLE</b>	Professional Experience and Project Development
<b>MODULE CODE</b>	55-403325
<b>LEVEL</b>	4
<b>CREDITS</b>	20
<b>FACULTY</b>	STA
<b>DEPARTMENT</b>	Computing
<b>SUBJECT GROUP</b>	GIS
<b>COLLABORATIVE PARTNER (If applicable)</b>	n/a

<b>TOTAL NUMBER OF NOTIONAL STUDY HOURS FOR THIS MODULE (Based on 10 notional study hours per credit)</b>	200
<b>TOTAL NUMBER OF SCHEDULED LEARNING AND TEACHING ACTIVITIES</b>	48
<b>TOTAL NUMBER OF INDEPENDENT LEARNING HOURS Including time allowed for assessment activities</b>	152
<b>TYPICAL NUMBER OF SCHEDULE LEARNING AND TEACHING ACTIVITIES PER WEEK</b>	2

**MODULE LEARNING OUTCOMES**

Develop personal and professional skills and an awareness of Legal, Social, Ethical and Professional Issues (LSEPI) within the IT industry.
Organise time and resources to manage and deliver tasks to deadlines using appropriate tools and/or techniques relevant to the IT industry.
Gain skills needed to work independently and as part of a team using tools and techniques relevant to the IT industry.
Communicate effectively and to an appropriate standard in a range of media and writing styles and present information clearly, objectively and logically, in an appropriate format.

**MODULE SUMMARY (includes indicative content)**

This module aims to support students in developing communication, interpersonal and organisational skills and to inform your professional behaviour in the context of the software industry. By working on a range of software projects, it will encourage personal awareness and support general academic progress required across the whole of the degree course by developing team-working and presentation skills. This module will provide opportunities for students to develop industrially relevant skills and apply their current course knowledge by working on projects within the university and to best articulate their experiences, learning and skill development.

**Indicative Content – Semester 1**

- Self-organisation: task management, prioritisation, time management, information management.
- Communication: styles and techniques, assertiveness and negotiation, professional etiquette.
- Group work: features of successful teams, problem solving in teams, use of collaboration tools, self-assessment and peer assessment.
- Writing: report writing, writing skills and styles, critical analysis, research and referencing.
- Professional bodies and professional issues: the role of the professional and

understanding/accepting responsibilities as a “professional”(e.g., to society, to employees), data protection and data governance responsibilities, copyright and licence types, intellectual property, acceptable boundaries of appropriate uses of data, safe use of social media in a professional context, ethics frameworks and decision making. BCS code of conduct.

- Thinking: preparing and delivering arguments, use and assessment of evidence
- Presentations: structure, oral and non-verbal techniques, visual aids.
- Research and study tools: social media, online digital and study skills resources, forums, wikis and blogs, industry journals and member sites, webinars, wikis.
- Professional Development Portfolio: Development of an online learning and career planning, portfolio, reflection on learning, skills assessment, analysis of the Software industry and current trends.

### **Indicative Content – Semester 2**

- Students will work on a large team-based software development project, applying the skills learnt previously. All the teams will produce software in an application relevant to their courses and appropriate to industry, but the assessment is focused on the software development process. When complete, this project will be added to the online portfolio.
- Students will be expected to report on the experience, reflect on feedback provided by their tutor and to consider specific skills needed within the software industry.

## **LEARNING, TEACHING AND ASSESSMENT SUMMARY**

### **Learning and Teaching**

In this module students will gain study and learning skills that they will utilise throughout the whole of their degree and gain professional awareness and an understanding of Legal, Social, Ethical and Professional Issues (LSEPI) that will help them prepare for employment in a professional role in the software industry.

This will prepare students for the group projects, where students will apply some of the course relevant skills or in team-based project work, under staff supervision, where students are encouraged to form cross-disciplinary teams to work on course relevant projects where the assessed focus is on professionalism, communication and team working. The projects' aims will be appropriate for the student's portfolio and directly relevant to graduate employment.

Students' learning experience will be supported in the following ways:

Typically, the teaching will comprise of lectures, many of which are delivered by guest speakers from industry, which will offer underpinning factual information, theories and ideas, and tutorials where skills and ideas may be applied and developed through group activities, discussions and exercises.

In the first part of the module, an online personal development portfolio (PDP) will be created, containing an industry ready CV and a report demonstrating awareness of Legal, Social, Ethical and Professional Issues (LSEPI) in the IT industry relevant for the students (Software Engineers, Games Developers, Computer Scientists), taking this module.

Skills in software development, team working, writing and presentation are developed through a variety of lectures, tutorials and exercises. Students will add to this resource throughout their course and may use it when applying for, their yearlong placement at the end of the second year and after graduation.

Students will be expected to access online resources and to fully participate in online discussions and to collaborate with others, making contributions to team workspaces. Workshops, online forums and drop-in sessions will provide further support and guidance. In addition, where practical, there will be input from representatives of professional bodies and the software industry, who will provide information about current industry trends and offer advice about identifying career goals and gaining employment.

## Feedback

Students will receive feedback on their performance in the following ways:

- Written feedback on assessment specifically designed for each assignment.
- Verbal feedback during tutorials and at presentations.
- Feedback and constructive advice from peers.
- Meetings will be held during group project work to give students advice and check progress – Students' contribution to these will be assessed.
- Additional informal meeting with tutors can be arranged to discuss feedback.

## Assessment

Each task will contribute to the assessment of the learning outcomes. Typically:

- In Task 1, students will construct an individual portfolio that is appropriate in content and structure for employment related to their course and a CV that can be used for industrial placement applications. When presenting, evaluating and reflecting on this work the student will be asked to demonstrate skills in individual communication and presentation and to consider legal, social, ethical and professional issues related to their field.
- For Task 2, students will undertake an assessment appropriate to their experience:
  - The students will work in (possibly cross-disciplinary) teams to produce a significant piece of software, using techniques and tools learned on their course and developing their team communication and management skills. Students will evaluate their work and the development process, reflecting on issues encountered and skills gained.

## ASSESSMENT INFORMATION

Task No.	Assessment Task Description (e.g. essay, artwork, journal etc)	Word Count or Exam Duration	Task Weighting %	Task Type Coursework (CW) Written Exam (EX) Practical (PR)
1	Personal Portfolio of artefacts to support the task of securing a work-based placement, including LSEPI awareness report and CV.	Equiv of 2000 words (approx)	50	CW
2	Group project, specification, presentation and individual report	Equiv of 2000 words (approx)	50	CW

## **LEARNING RESOURCES FOR THIS MODULE**

Students will have access to the University's virtual learning environment, learning centre, online databases and all the learning and support resources the university (especially through The skills centre) provides..

The material for the module will be accessible through a module Blackboard site which offers a sequence of activities with supporting material including readings (from e-books, digitalised texts or databases of academic articles, audio files and video files).

Specific resource and guidance will be dependent upon the exact focus and nature of the student's professional experience undertaken in the context of this module.