Module Code: **CSP 2010**
Module Title: **PERSONAL, SOCIAL and TECHNICAL SKILLS**

Scheme: Undergraduate Computing
Module rating: Sandwich, 60 credits
Delivery Method: Work Placement of 48 weeks
School(s) involved: Computing and Mathematics
Module author(s): Dr Andrew Crampton
Prerequisites: None
Recommended prior learning: First two stages of sandwich Pathway or equivalent.
Corequisites: CSP 2020
Barred combinations: All other Modules
Professional body requirements: N/A
Module status: Dedicated
Core (BACB, BCBA, BMEL, BCSD, MEng, BAIM)
Optional (All other UG pathways)
Corequisite to CSP 2020
Integrative, workbased

Module aims:

1. To enable students to apply and develop further the skills and knowledge gained in Stages 1 and 2.
2. To give students experience of working in some aspect(s) of information systems development in an appropriate organisational environment.
3. To provide opportunities for personal development in a job situation.

Module synopsis:

Students will have some element of choice in deciding the placements for which they wish to be considered and so will to some extent negotiate the type of work to be undertaken. This module provides opportunities for undertaking and demonstrating competence in the chosen type of work in a professional environment.

Learning Outcomes:

The learning outcomes will vary from placement to placement.
An indicative list is held centrally by the Placement Unit.
The outcomes fall into two areas: (i) personal and social, and (ii) technical.
All students will be expected to demonstrate achievement in the personal/social competence areas.
Technical competence areas will be selected from the list as appropriate to the placement. Other competence areas (not on the list) may be added with the approval of the Module Area Leader. Students will be expected to demonstrate achievement in at least three technical competence areas.

Outline syllabus of topics to be covered:

Placements must be approved by the Placement Unit to ensure that the learning opportunities are sufficient in terms of content, breadth and scope for initiative and responsibility.
In general placements will be in jobs such as programmer/analyst, user/customer support, database analyst/designer, PC applications development, software engineer, network support.

Indicative learning strategy:

The module involves workbased, experiential learning, with mentor/supervisor support.

Indicative references/learning materials:

Students will be prepared for placement in their previous studies. Various booklets concerned with personal/social skills and self-assessment will be used.

During the placement the students will keep a placement log.

Resources required:

Sufficient staffing in the Placement Unit to locate, vet, match, manage, and evaluate placement opportunities, and sufficient academic staff to undertake visits.

Assessment strategy:

A formative appraisal of the students' achievements against agreed learning outcomes will be carried out halfway through the placement. This will give the student feedback on progress to-date and help in identifying areas for development.
The summative assessment will take the form of an appraisal
by the supervisor using a standard form, and involving the student and the mentor/visiting tutor. The assessment will be of exit performance and not averaged over the year. The grading will be to employment standards and will cover the planned competence areas, weighted in relation to the needs of the job.