Title: Bachelor of Computing Systems

Version: 0.1 **FINAL** 

Learning outcomes:

	Learning outcomes
1.	Prepare a project proposal and plan.
2.	Analyse and document user requirements.
3.	Research and critically evaluate new developments.
4.	Select appropriate techniques and technologies to apply to the project.
5.	Apply the selected techniques and technologies.
6.	Document and present the project process and deliverables.
7.	Analyse the project solving process followed, and identify possible improvements.
8.	Identify and analyse ethical issues as they arise.

## Topics/Content outline:

Topics include: students solving a realistic business problem in the IT area of their study; students work closely with their sponsoring organisation and Unitec supervisor to understand and solve the problem presented; evidence of project management and the processes used are collected during the project.

## **Expanded Outcomes**

## Outcomes

 Expanded Learning Outcomes will be defined in the project proposal to be developed by the student as the first part of their project

## Performance Criteria

- One performance criterion for all projects will be that the project deliverables satisfy the user requirements as identified, or as renegotiated in the course of the project.
- A second criterion will be the completion of an analysis of the project process, including an evaluation of methods used and suggestions for possible improvements in subsequent projects.
- Projects will require the students to deal with a complex realistic situation that cannot be resolved simply by the application of tools, techniques and products with which the student is already familiar.

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