206CDE REAL WORLD PROJECT

Module Handbook

2016/2017

V1.0

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IMPORTANT INFORMATION

1. Communication, Communication and Communication.

Take advantage of communication means such as “What’s app Group”, Facebook, “WeChat group”, email to communicate with your group mates. Be clear of your roles and allocated tasks in the group. When in doubts, ask!

2. Tutor group and Project group.

All students have been randomly allocated to a tutorial group. Please check out your timetable portal for your tutor group. Normally, you cannot change your tutor group.

Students have been divided into a group of 5-7 students randomly to work on group projects. Normally, you cannot change your group.

3. Select a Project

Student group will need to propose their own real life project to work on with support from the allocated tutor. This should be the default option.

If student group failed to find a suitable project idea, you tutor will be able to find a project idea for you.

4. I need to ask a question about module.

All questions related to this module should be directed to your allocated tutor, not the module leader.

MODULE INFORMATION

Module Name	Real World Project
Module Number	206CDE
Module Leader	Dr Yanguo Jing
Email	ac2716@coventry.ac.uk
Module Size	Single
CATS points	20
Study Hours	200
Deliverable items	**Group project (60%) and individual report** (worth 40%).

TUTORS

Important: Students should contact their tutorial group tutor listed below for any questions regarding this module!

Tutor Name	Tutorial Session	Room	Time
Dr Yasir Khan <ac4704@coventry.ac.uk>;	1	EC1-03	Monday 1pm - 3pm
Dr Faiyaz Doctor <aa9536@coventry.ac.uk>;	2	EC2-03	Monday 3pm - 5pm
Dr Alexandros Konios <ac4310@coventry.ac.uk>;	3	EC2-02	Monday 1pm - 3pm
Dr Nazaraf Shah <aa0699@coventry.ac.uk>;	4	EC2-02	Monday 3pm - 5pm
Dr Tariq Aslam <csx277@coventry.ac.uk>;	5	EC2-03	Monday 1pm - 3pm
Dr Furrkh Aslam <csx207@coventry.ac.uk>;	6	EC1-03	Monday 3pm - 5pm
Dr Rachid Anane csx220@coventry.ac.uk	7	EC1-02	Monday 1pm - 3pm
Dr Rachid Anane csx220@coventry.ac.uk	8	EC1-02	Monday 3pm - 5pm
Ian Evans <ab8809@coventry.ac.uk>;	9	EC2-01	Monday 1pm - 3pm
Dr Diana Hintea <ab8351@coventry.ac.uk>;	10	EC1-22	Monday 3pm - 5pm
PhD Student Teaching Support			
Ikechukwu Maduka <madukai@uni.coventry.ac.uk>			
Alexandros Marcou <marcoua@uni.coventry.ac.uk>			
Abdul Hamid <hamida10@uni.coventry.ac.uk>			
Module Leader: Dr Yanguo Jing	Lecture session for all students	ECG-24 with overflow room at EC1-12 if ECG-24 is full	Monday 5pm - 6pm

Teaching sessions

Lectures: Monday at 5pm in ECG24 with EC1-12 as the over-flow satellite room when ECG-24 is full. Students are not allowed to sit on the stairs in ECG-24.

Tutorial groups: check your timetable. Either Monday 1pm – 3pm or 3pm – 5pm. You will be admitted to your allocated tutorial group.

MOODLE SUPPORT

Moodle Online Content	Yes
Provide lecture notes	Yes
Timetabled Tutorial Support	Yes
Moodle discussion	Yes
Other	Sigma/Theta

ASSESSMENT DATES

Item	Deliverables	Handout Date	Submission Deadline	Feedback
Group project	• Group pitch video • Support materials of the software solution	23/January/2017	7/April/2017	24/April/2017
Individual report	• Individual reflective report (800 words) • CV.	23/January/2017	7/April/2017	24/April/2017
Re-sit Assessment	• Support materials of the software solution • Pitch video • Reflective report. • CV.	2/May/2017	14/July/2017	31/August/2017

MODULE SUMMARY

This module aims to give students a real-world learning experience and enables students to develop a range of employability and entrepreneurial skills. These include multi-disciplinary team working, communication, co-operation, project planning, initiative, commercial awareness and analytical skills. The module will provide students with the opportunity to acquire these skills through a variety of work options examples include: entrepreneurship projects, faculty and department based internship projects, research projects.

LEARNING OUTCOMES

On completion of this module a student should be able to:

1. Demonstrate an ability to work both individually and within multi-disciplinary teams to deadlines. Show evidence of planning and apply professional and interpersonal skills so as to communicate effectively, both verbally and in writing.

2. Demonstrate understanding of the requirements of potential future employers and institutions offering graduate level employment and/or industrial placements, and to formulate medium term plans for enhancing their employability and academic development.

3. Identify and practice established principles within the student's programme of study. Apply and express the underlying concepts and principles outside the context in which they were first studied, including where appropriate, the application of those principles in a work context.

4.Effectively communicate information, arguments and analysis in a variety of forms. Demonstrate a commitment to undertake further study and develop existing skills that will students to develop in changing work environment.

5. Demonstrate an awareness and ability to apply social, professional, legal and ethical standards as documented in professional codes of conduct of computing & IT professional bodies.

LECTURES

Lectures are intended to guide you through the various stages of the project. Topics covered include (subject to change):

- Intellectual Property Right.
- Project Management.
- Work Placement.
- Developing a Business idea from scratch through the process of Ideation
- The anatomy of Successful Start-up Businesses
- Understand the power of Social Network.
- Case studies and guest lecture from successful entrepreneurs.
- Analysing business risk and Identifying sources of funding.
- Legal, Social and Ethical considerations.
- Pitch your start-up ideas "Dragons' Den" Style.

GROUP TUTORIAL SESSIONS

You will be working in a group of 5-7 student group. You will attend a weekly 2-hour long tutorial session led by a tutor. Your tutor will have around 5 groups in one tutorial group. You should be able to discuss any module related matters with your assigned tutor. Your tutor is your first point of contact for any matters related to this module.

ESSENTIAL READING

Crystal clear: a human-powered methodology for small teams, Cockburn, Alistair, ISBN: 0201699478, 2005.

The Idea in You: How to Find it, Build It, and Change your Life by Martin Amor and Allex Pellew

Business Model Generation: A Handbook for Visionaries, Game Changers, and Challengers by Alexander Osterwalder, 2010

The Small Business Start-Up Workbook: A step-by-step guide to starting the business you've dreamed of by by Cheryl D. Rickman, Dame Anita Roddick, 2005

ASSESSMENTS

Component 1: Group project (60%)

Module Title	Real World Project	**Module Code**	206CDE
Title of Assignment	Group project (60%)		
Hand-out date	Monday 23rd January 2017		
Hand-in date	Friday 7th April 2017		
Feedback date	Monday 24th April 2017		
Weighting within the module	60%		
Word Limit	Group pitch video (3 minutes) Support materials of the software solution (at least 6 interface pages)		
Learning Outcomes to be assessed	LO1. Demonstrate an ability to work both individually and within multi-disciplinary teams to deadlines. Show evidence of planning and apply professional and interpersonal skills so as to communicate effectively, both verbally and in writing. LO3. Identify and practice established principles within the student's programme of study. Apply and express the underlying concepts and principles outside the context in which they were first studied, including where appropriate, the application of those principles in a work context. LO4.Effectively communicate information, arguments and analysis in a variety of forms. Demonstrate a commitment to undertake further study and develop existing skills that will students to develop in changing work environment. LO5. Demonstrate an awareness and ability to apply social, professional, legal and ethical standards as documented in professional codes of conduct of computing & IT professional bodies. e.g. BCS		

Details of the task	You will be organized into a team of normally 4-6 students. The team will work together to develop a business idea using digital and IT technology. 1. The team needs to choose theme from the following list: ***Data Analytics; Cybersecuity; Connected Vehicle; Wearable technologies; Humanitarian ICT;*** 2. The team will carry out research work and identify a need from the real world under the chosen theme by week 2. 3. The team will develop a digital solution with at least 6 interface pages to address the identified real world need. This solution can be actually software, or a virtual representation of the software, or equivalent. You are not expected to develop a fully functional software, but you need to demonstrate clearly the functions of the software solution. 4. Support will be available in the weekly sessions and students will be required to discuss their ideas with their class. 5. The team pitch for the idea in the format of a short video (no longer than 3 minutes). All team members should appear in the video, and the video needs to include a narrative and rationale of the idea, your approach to develop the idea, individual roles and contributions, and a software solution demonstration.
What to submit?	**Assessment Housekeeping:** You are required to follow the University's regulations regarding plagiarism and citing sources and references used. Assignments may not be submitted late. **Submission of Assessment:** 1. The support materials for the IT solution. It can be the actual source code and/or screenshot of the software, and/or a virtual representation of the software design, and/or business case, etc. The support materials need to provide a clear idea of the software solution you developed to address the real-life problem. (50%) 2. The 3-minute long group pitch video. (50%)

Marking criteria

	Unsatisfactory	Satisfactory	Good	Very Good	Excellent	Outstanding
	<40	40-49	50-59	60-69	70-79	80-100
Supporting materials for the software solution	Unsatisfactory solution. Limited knowledge. Limited breadth with unsatisfactory identification of key themes.	The very basic software solution with basic identification of key themes.	Good software solution with some errors. Good identification of key themes.	Very good software solution with minor errors. Good identification of key themes.	Excellent software solution within the chosen theme.	Outstanding software solution within the chosen theme.

	Inadequate	Satisfactory	Good	Very Good	Excellent	Outstanding
	<40	40-50	50-60	60-69	70-80	80-100
Video quality Communication	Video presentation is unsatisfactory. Not clearly. Poor quality of language. Lack of clarify on rationale.	Video presentation of work is satisfactory in terms of narrative, structure coherence, and clarity.	Video presentation of work is well organised with good use of language to express ideas/argument. Very few inconsistencies.	Video presentation is of a very good standard.	Video presentation is excellent, well-structured and logical.	Video presentation is outstanding demonstrating a compelling case.

Component 2: Individual Report (40%)

Module Title	Real World Project	**Module Code**	206CDE
Title of Assignment	Individual report (40%)		
Hand-out date	Monday 23rd January 2017		
Hand-in date	Friday 7th April 2017		
Feedback date	Monday 24th April 2017		
Weighting within the module	40%		
Word Limit	Individual reflective report (800 words) Individual CV (2 A4 size)		
Learning Outcomes to be assessed	LO1. Demonstrate an ability to work both individually and within multi-disciplinary teams to deadlines. Show evidence of planning and apply professional and interpersonal skills so as to communicate effectively, both verbally and in writing. LO2. Demonstrate understanding of the requirements of potential future employers and institutions offering graduate level employment and/or industrial placements, and to formulate medium term plans for enhancing their employability and academic development. LO3. Identify and practice established principles within the student's programme of study. Apply and express the underlying concepts and principles outside the context in which they were first studied, including where appropriate, the application of those principles in a work context. LO4.Effectively communicate information, arguments and analysis in a variety of forms. Demonstrate a commitment to undertake further study and develop existing skills that will students to develop in changing work environment. LO5. Demonstrate an awareness and ability to apply social,		

	professional, legal and ethical standards as documented in professional codes of conduct of computing & IT professional bodies. e.g. BCS
Details of the task	1.You will write a report (800 words) to include the following: a. Team name and names of all team members. b. Your role in the team. c. The name of the software solution the team have developed. d. A summary of your software solution idea and the real-world problem your team tried to solve. e. Your individual reflection on what you yourself have contributed to this work, what you have learned from this project, what went right, what went wrong. If you could do this project again, what would you do differently. f. Indicate the consideration of social, professional, legal and ethical issues in the context of your project. g. References you have used in this report. 2. Your CV (2 A4 sides).
What to submit?	1. The individual report. (80%) 2. CV. (20%)
You are required to follow the University's regulations regarding plagiarism and citing sources and references used. Assignments may not be submitted late.	

Marking criteria

	Unsatisfactory	Satisfactory	Good	Very Good	Excellent	Outstanding
	<40	40-49	50-59	60-69	70-79	80-100
Individual reflective report	Unsatisfactory report. Poor quality use of language.	The very basic report with limited reflection. Some grammar and spelling mistakes.	Good report solution with good identification of key issues.	Very good report with minor errors. Good reflection on key issues.	Excellent report with clear and meaningful reflection.	Outstanding report with compelling argument and meaningful refection

	Inadequate	Satisfactory	Good	Very Good	Excellent	Outstanding
	<40	40-50	50-60	60-69	70-80	80-100
CV	Poor quality use of language. Unclear.	CV is satisfactory in terms of structure coherence, and clarity.	Good CV with good use of language.	Very good CV with clear structure and clarify. Minor mistakes.	Excellent CV with clear structure and clarify.	Outstanding CV with clear structure and clarify. Demonstrating a compelling representation of the individual's experience.