Research Methods and Professional Practice – June 2022

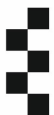# Seminar 6: Q&A

Agenda

- End of the module
- E-Portfolio
- Something about Project Management
- Are you ready for your Project?
- Q&A

University of Essex
Online

E-Portfolio

Link to the calendar:

https://www.my-course.co.uk/course/view.php?id=8475&section=2

		Weighting
Literature Review	– Critically evaluate existing literature, research design and methodology for a chosen topic and so produce a literature review on this topic. - 2000 words	30%
Research Proposal Presentation	Presentation: about 15 minutes, you can work against a minimum of 1500 to a maximum of 2250 words in your oral presentation /transcript.	30%
Individual e-Portfolio	The strict word count limit for the e-portfolio applies to the **reflection only - 1,000 words**	40%

Unit	Component	Deadline
7	**Literature Review**	23:55 hrs Monday 1st August 2022
10	**Research Proposal Presentation**	23:55 hrs Monday 22nd August 2022
12	**Individual Module e-Portfolio**	23:55 hrs Monday 5th September 2022

Research Methods and Professional Practice -- E- Portfolio

1. Appraise the professional, legal, social, cultural and ethical issues that affect computing professionals
2. Appraise the principles of academic investigation, applying them to a research topic in the applicable computing field
3. Evaluate critically existing literature, research design and methodology for the chosen topic, including data analysis processes
4. Produce and evaluate critically the resulting research proposal for the chosen topic.

2 Collaborative Discussion Forum Summaries (These will cover learning outcomes 1 and 2).

Reflective Piece This covers a key aim for this module.

The Portfolio should also include the following, as part of professional development aspect of the module:

- Feedback from peers and tutors
- Professional Skills Matrix and action plan (PDP)

Other artefacts developed during the module should be included in the portfolio. These include the **statistical analysis** activities carried out during the module. You will need to describe/show how those artefacts relate to the module learning outcomes.

Skills to be gained here are:

- Time management
- Commercial Awareness
- Critical thinking and analysis
- Decision-making
- Problem-solving
- Initiative
- Entrepreneurial
- Communication and Literacy skills
- Numeracy
- IT and Digital
- Interpersonal
- Critical Reflection
- Research

Setting up and other info:

https://www.my-course.co.uk/mod/book/view.php?id=397323

Why e-portfolios, anyway?

Lorenzo, G. & Ittelson, J. (2005) *An Overview of E-Portfolios*. Educause Learning Initiative. Available from https://library.educause.edu/resources/2005/1/an-overview-of-eportfolios

We want you to demonstrate your creativity and computing aptitude, as well as provide evidence of your acquired skills as an Essex Graduate. **You should therefore consider your e-portfolio as your collection of project work undertaken throughout your programme and it is from this e-portfolio that you make various submissions needed for your modules.**

E-Portfolio

Artefacts

Now that you have the necessary pages, you just need to fill them with the required information. Please see the section "e-portfolio learning activities" on your programme page for more information on the artefacts required for each module. Be sure to include feedback on these artefacts that you've received from your peers and tutors. If the artefact is a piece of code, you can push the Git from Codio to GitHub for storage and feedback.

Please see the Codio guide **pages** for more on this.

Meeting Notes

It's essential to keep a record of what your team's activities in line with the guidelines set out on group work (see the Department of Computing **page**). You should also record outcomes of any meetings with your tutor and as well as feedback you have received.

Reflective piece

If you are not given specific guidelines in the module for the format of this piece, you should produce a piece of reflective writing that covers 3 key points, the **3 W's**. These are described below along with some **basic** examples:

	Helpful to achieving the objective	Hamper achieving the objective
Internal origin (attributes of the system)	Strengths 1. … 2. …. 3. …..	Weaknesses/Areas for further development 1. … 2. …. 3. …..
External origin (attributes of the environment)	Opportunities 1. … 2. …. 3. …..	Threats 1. … 2. …. 3. …..
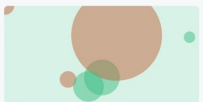
Gibbs' Reflective Cycle (1988)

DESCRIPTION
What happened?

FEELINGS
What were your thoughts and feelings?

EVALUATION
What was good or bad about this experience?

ANALYSIS
What sense can you make of what happened?

CONCLUSION
What else could you have done?

ACTION PLAN
What would you do differently next time?

Project Management

What is a project?

Unique event initiated to achieve **specific objectives**
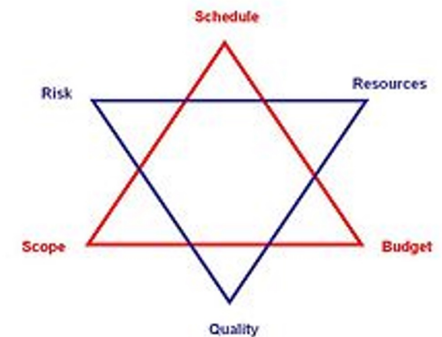
>> Note: can be VERY different things!

Common characteristics: **Time constrained** (=temporary), **focused** and **unique**

Increasingly organisations are seeking to implement improvements, change and new products / services through Project Management

>> Project Management Techniques

Suites of tools, technologies and methods to help ensure the successful, efficient and effective implementation of projects

(https://www.pmi.org/about/learn-about-pmi/what-is-project-management)

Are you ready for your Project? -- Q&A