University of Lincoln Assessment Framework

Assessment Briefing Template 2024-2025

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| 1. **Module code & title** | **CMP2804M Team Software Engineering** |
| 1. **Assessed learning outcomes** | * [LO1] understand and apply effective team-based skills, including design methodologies, time and resource management in a simulated commercial setting. * [LO5] employ ongoing reflective analysis and evaluation to inform design and development decisions and critically appraise a software artefact. * [LO6] evaluate the potential ethical, legal, cultural, and social concerns of commercial digital products, and reflect on the impact that these factors may have on a developed artefact. |
| 1. **Assessment title** | Assessment 1 |
| 1. **Contribution to final module mark (%)** | **20%** |
| 1. **Description of assessment task** | This is **Assessment 1** and is a **group** assignment.  In this assessment you will submit a proposal report using the supplied templates, **written as a group,** which includes:   * Project Proposal (800 words) * Legal, Social, Ethical and Professional Issues (500 words) * Group work reflection (200 words) * References (no word limit) * Appendix 1: Team Contract   **Project Proposal**  In your project proposal you will need to detail what artefact you will develop, how it relates to other similar developments and the aims/objectives of the project. As part of this proposal, a brief review of existing and underpinning technologies is also required. Your marker will expect you to include a Gantt Chart/project schedule with milestones and possible timescales. Risks to the project should also be considered.  **Legal, Social, Ethical, and Professional Issues**  Your LSEPI statement will vary with the focus of the project, however, you should address:   * What are the ethical standards to be considered in your project? * What are the legal considerations of your development? * Identify one professional code of conduct and summarise how it applies to your development.   **Group Work Reflection**  In this section we will expect a co-authored reflection on how your group has worked together so far. You should include some discussion about your successes, as well as areas that you could improve. This should be an honest and critical statement.  As part of the reflection, you should include a table which details each member’s individual contribution to the work (as a percentage). Details of how these contributions are used are in ‘Additional Information’.  Templates in Word and Latex format are available. |
| 1. **Assessment submission instructions** | **One** member of your team should submit the report. All team members will get a subsequent grade.  The report should be submitted by the deadline to **CMP2804M Assessment 1 Upload.** |
| 1. **Date for return of mark and feedback** | Please see the **Hand In Dates.xls** spreadsheet.  Note:  *all marks awarded are provisional until confirmed by the Board of Examiners.* |
| 1. **Feedback format** | Blackboard feedback, supervisor meeting. |
| 1. **Use of Artificial Intelligence (AI) in this assessment** | You **may not** use Artificial Intelligence (AI) in this assignment.  *This means that you may not use any AI technologies including Grammarly, CoPilot, QuillBot and others. If you are not sure whether you should be using a particular tool, then ask the Module Team.* |
| 1. **Marking criteria for assessment** | A Criterion Reference Gid (CRG) is used to evaluate your learning against a set of pre-defined criteria. |
| 1. **Additional information (support, advice, tips etc)** | The contribution weighted grade is calculated as follows:   * Each student in the team has a contribution percentage (100, 75, 50, 25, or 0) which they and the team decide. * This contribution percentage is multiplied by the assessed grade for the submission. * For contributions of 100% only, a ***bonus*** is also possible to be added to indicate an exemplary contribution:   + The bonus is calculated as (0.2 \* *AM*)/*n* , where *AM* is the assessed mark, and *n* is the number of team members.   + For example, in a team of 5, an assessed mark of 65, 100% contribution and a bonus results in: (65 \* 100%) + (0.2 \* 65)/5 = **68** (rounded to nearest whole)   + In a team of 5, 50% contribution results in: (65 \* 50%) = **33**   + **Please note: the final mark cannot exceed 100.**   To aid you with the contribution percentage decision, the **Team Contract** document describes the expectations, and your team is also *strongly advised* to keep minutes/records of team/supervisor meetings.  For disagreements regarding the allocation of contribution percentages, please see the **CMP2804 Dispute Resolution** document. |
| 1. **Important Information on Dishonesty, Plagiarism and AI Tools** | University of Lincoln Regulations define plagiarism as *'the passing off of another person's thoughts, ideas, writings or images as one's own...*’. Examples of plagiarism include the unacknowledged use of another person's material whether in original or summary form. Plagiarism also includes the copying of another student's work'. Plagiarism is a serious offence and is treated by the University as a form of academic dishonesty. For more information on examples of Academic Offences, please see the **Academic Offence Guidance**.  Please note, if you use AI tools in the production of assessment work **where it is not permitted**, then it will be classed as an academic offence and treated by the University as a form of academic dishonesty.  Students are directed to the University Regulations for details of the procedures and penalties involved.  For further information, see www.plagiarism.org |