

# Projects and Professionalism (Introduction)

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# What we will cover today

- Module Team
- The module structure/organisation
- Assessments
- What is a project
- Finding and Selecting a Project
- Project Initiation

# Module team

- **Project Coordinator:**
    - Alix Bergeret (WLV)
    - Nirmal Thapa (HCK)
  - Projects **Module Leaders:**
    - Computer Science: **Nirmal Thapa**
  - **Supervisors** and **Readers** (all staff)
- 
- **Always talk to one** of us if you are stuck



Then your  
Module Leader

First points of  
contact

# Module Structure

- This is a 40 credit Module.
- A Year Long Module – Runs over **TWO Semesters**
- You can consider the module as being:
  - Professionalism – 10 credits (25%)
  - Individual Project – 30 credits (75%)
- **BUT the module will be assessed as ONE 40 credit module.**

# Module Structure

- Lectures
  - **Not every week**, see Canvas/Google Classroom. Schedule will be updated regularly, but you will always be notified of changes.
  - Topic always **relevant to your project stages**

# Module Structure

- Project supervision – Regular meetings
  - An essential part of the module.
  - Every student will be allocated a Supervisor and Reader
  - Meetings will take place with your ALLOCATED SUPERVISOR
  - Your Supervisor will act as a **mentor**, to provide help, support and **guide** you through the process.

# Assessments

- In order to Pass the Module:
  - You MUST achieve a **PASS** in Professionalism (25%)
  - AND **PASS** in the FINAL PROJECT and MANAGEMENT REPORT (75%)
- *Let's take a look at the marking grids on Canvas/Google classroom.*

# What a Project IS NOT

- A project **is not** just:
  - A program to do 'something' with a report containing the documentation of the program.
  - A report about 'something'.
  - A collection of mini topics packaged together



# What is a Project?

- A problem you will **investigate** and attempt to **solve**:
  - A title.
  - An academic question on a certain topic.
  - Research on that topic.
  - An **artefact** you will design, implement and test, **in order to answer your question**.
- *“What are the main accessibility issues on modern websites, and how can they be solved?”*

# What is a Artefact?

- All project must produce an artefact.
  - Cannot just write a report containing a literature review of the work of others.
  - The artefact is the 'thing' that YOU produce
- **BCS:** *“Projects must include the students undertaking **practical work** of some sort using computing/IT **technology**. This is most frequently achieved by the creation of an **artefact** as the focus for covering all or part of an **implementation life-cycle**. Dissertations based solely on literature review activity and/or user/market surveys **are not acceptable**.”* (source)

# Example (a real one!)

- Project Title
  - Web-based tool for learning HTML.
- Academic Question
  - Can a drag-and-drop interface aid with learning HTML?
- Artefact:
  - <https://www.weggo.net>
- Other examples?

# I have no ideas!

- You can formulate your own project idea
  - Supervisors and readers will help you shape it into something tangible and achievable.
- ... or pick one from the list located on Canvas/Google Classroom.
  - Let's take a look.

# The Project Report

- All projects must produce a **report**.
  - This will be the container for all the work completed on the project.
- Indicative Key Contents
  - The Academic Question, Aims, Objectives.
  - Literature review,
  - Development of the artefact,
  - Answering the academic question,
  - Conclusions,
  - Critical evaluation,
  - etc.
  - **Typically 8-15K words. 10K words on average**

# Project Management

- Students must demonstrate good **Project Management skills** - this is an important part of the project. Students must:
  - Attend ALL planned **supervised project sessions**
  - Meet all **Milestones** on time
  - Produce a **Gantt chart** for their project
  - Maintain **log book entries** of work performed.
- Failure to demonstrate project management skills will lead to a **reduced mark** and possibly a failed project.

# Selecting a Project

- How should you choose a project... some suggestions:
  - A project area to **support my studies**
  - A project area that will make me **more employable**
  - A project in an area **I wish to explore**
  - A project area where I have **good grades**
  - A project area that I am **interested in**
- Do not select a project because it looks easy!
  - Experience shows that students do better if they are Interested and Motivated in the project area.

# A word on ethics

- This is to ensure that your project conforms to ethical guidelines.
- This covers
  - the collection of **data** and **confidentiality**, e.g. questionnaires, interviews, saved data, etc.
  - The **wellbeing** of people involved.
- Discuss with your supervisor at a supervised meeting.
  - More on the ethical approval process next week.



# Summary

- Look at the Projects Topics in detail OR define your own project.
- Your Project starts Now! 😊

# Questions?

- ??