# 2024 / 25

**School of Science and Computing** 

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# **Module Descriptor**

Project Semester 5 (Computing and Mathematics)

**Short Title:** Project Semester 5

**Department:** Computing and Mathematics

Credits: 5 Level: Intermediate

## Description of Module / Aims

This module will introduce the student to the basics of professional ethics and legal issues regarding data and software artifacts. The student will build an artifact based on multiple concurrent strands/modules and examine these issues in relation to this artifact. This module will act as an opportunity for the student to contextualise and link cross-strand concepts.

# **Programmes**

stage	e/semester/status
PROJ-0160 BSc (Hons) in Applied Computing (WD_KACCM_B) PROJ-0160 BSc (Hons) in Computer Science (WD_KCMSC_B) PROJ-0160 BSc (Hons) in the Internet of Things (International) (WD_KINTT_BI)	$egin{array}{cccccccccccccccccccccccccccccccccccc$

#### **Indicative Content**

- Career development planning including CV preparation
- Profiling companies
- Artefact development

## **Learning Outcomes**

On successful completion of this module, a student will be able to:

- 1. Integrate knowledge, skills or practices from (at least two) strands in the programme into a model that demonstrates an understanding of the core concepts of those strands.
- 2. Demonstrate the above model and present the resulting working artifact.
- 3. Produce a career development plan.
- 4. Present him/herself to potential employers in the best possible light, including the development of a modern CV (including link to his/her digital portfolio).
- 5. Profile of a potential employer as part of a job application process.
- 6. Plan and develop an innovative artifact with commercial potential, having examined all legal and ethical issues surrounding this development.
- 7. Evolve a more mature understanding of entrepreneurship and be capable of conceiving an composing a simple business plan.

#### Learning and Teaching Methods

- Combination of lectures and computer-based practical labs.
- Cooperative learning/peer tutoring.
- Self-directed learning.

# Learning Modes

Learning Type	F/T Hours	P/T Hours
Lecture	12	
Practical	36	
Independent Learning	87	

#### **Assessment Methods**

	Weighting	Outcomes Assessed
Continuous Assessment	100%	
Project	60%	1,2,6
Project	35%	$3,\!4$
Project	5%	5,6,7

#### **Assessment Criteria**

- <40%: Inability to develop a model and present a working, innovative artifact. Inability to develop career plan, CV and to profile companies.
- 40%-49%: Ability to develop a model and present a working, innovative artifact. Ability to develop career plan, CV and to profile companies. Evidence of innovation/entrepreneurship in artifact.
- 50%–59%: All the above and in addition has applied concepts from more than two modules/strands. Ability to develop ambitious career plan, attractive and professional CV and to profile companies. Evidence of innovation/entrepreneurship in artifact.
- 60%-69%: All the above and in addition, be able to integrate and analyse concepts from more than two concurrent and at least one past module, showing an ability to transfer skills and knowledge across modules/strands. Evidence of market-appeal, good business planning in artifact.
- 70%–100%: All previous to an excellent level. Shows the ability to evaluate different models. Shows synthesis through the implementation of cross-strand innovative artifacts. Career plan (including CV) shows evidence of ambition, enthusiasm and maturity. Artifact shows evidence of market-readiness and future-proofing.

# Requested Resources

• Computer Lab: BYOD Lab