

2024 / 25

School of Science and Computing

☎ +353 (0)51 302037

✉ Eleanor.Reade@setu.ie

🌐 www.wit.ie/schools/science_computing



**SE
TU**

Ollscoil
Teicneolaíochta
an Oirdheiscirt

South East
Technological
University

Module Descriptor

Project 2 IT (Prototyping) (Computing and Mathematics)

Project 2 IT (Prototyping) (A14882)

Short Title: Project 2 IT (Prototyping)
Department: Computing and Mathematics
Credits: 5

Level: Advanced

Description of Module / Aims

This module gives the student experience in developing a computing-related project based on the work the student has done in Project 1, semester 7. The student will present their work at the end of the module by submitting a final report, in addition to a poster, a short video, and a presentation/demonstration.

Programmes

| stage/semester/status | | |
|-----------------------|--|-----------|
| COMP-0657 | BSc (Hons) in Information Technology Management (WD_KITMA_B) | 1 / 8 / E |
| COMP-0657 | BSc (Hons) in Information Technology (WD_KINTE_B) | 4 / 2 / E |

Indicative Content

- Incorporate feedback from project supervisors/examiners, relating to the work done in Semester 1, namely high level analysis and design and the construction of prototypes and/or early iterations
- Develop further and document a testing strategy to ensure the quality of each software module, each production-quality iteration and of the final product
- Develop the student's ability to write referenced academic and technical reports, principally a required final report, not less than 2000 words and not more than 4000 words, accompanied by a poster and a video
- To provide the student with the opportunity (and requirement) to meet with a supervisor week by week and to complete the work according to the initial or a revised plan
- To enable the student to apply their problem-solving and their technical skills to address implementation issues as they arise

Learning Outcomes

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

1. Integrate feedback from Project 1.
2. Revise the project plan to reflect a more mature understanding of the problem area.
3. Create a prototype based on a specification and chosen development methodology.
4. Reflect on limitations and potential of the chosen methodology and tools and technologies.
5. Validate the final system, with accompanying report, video and poster and competently discuss the problem area.

Learning and Teaching Methods

- Weekly meetings with project supervisors
- Self-directed learning using library and Internet sources
- Prototype with different scenarios to identify best practice

Learning Modes

| Learning Type | F/T Hours | P/T Hours |
|----------------------|-----------|-----------|
| Tutorial | 6 | |
| Independent Learning | 129 | |

Assessment Methods

| | Weighting | Outcomes Assessed |
|---------------|-----------|-------------------|
| Final Project | 100% | 1,2,3,4,5 |

Assessment Criteria

<40%: Failure to incorporate feedback. Failure to competently demonstrate understanding of work.

40%–49%: Produces prototype to minimum requirements. Produces full set of documentation. Able to demonstrate own work in competent manner.

50%–59%: As above and produces working, tested system to most requirements (unless failure to do so is justified). Documentation and reports are clear and of good quality. Comprehensive knowledge of tools and technologies.

60%–69%: As above and requirements fully met unless failure to do so is justified. Demonstrates ability to solve unfamiliar technical problems. Shows good judgement in technology selection. Documentation shows evidence of ability to see limitations or potential in approaches used.

70%–100%: As above and produces an excellent, professional calibre stand-alone system with equally excellent documentation. Demonstrates ability to abstract ideas and reflect on the process.

Supplementary Material(s)

- Shore, J. and S. Warden. *The art of agile development*. New York: O'Reilly Publishing, 2008.

Requested Resources

- Room Type: Computer Lab