2024 / 25

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South East Technological University

Module Descriptor

Project Semester 4 (Computing and Mathematics)

Project Semester 4 (A11149)

Short Title: Project Semester 4
Department: Computing and Mathematics
Credits: 5 **Level:** Introductory

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 strands/modules across the programme 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/semester/status
PROJ-0159	BSc (Hons) in Applied Computing (WD_KACCM_B)	2 / 4 / E
PROJ-0159	BSc (Hons) in Computer Science (WD_KCMSC_B)	2 / 4 / E
PROJ-0159	BSc (Hons) in the Internet of Things (International) (WD_KINTT_BI)	2 / 4 / M

Indicative Content

- Legal issues with data and software artifacts
- Professional standards in ethics

Learning Outcomes

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

1. Apply knowledge, skills or practices from across the programme, (specifically from at least two modules from the programme, at least one module being from the current semester) into a model that demonstrates an understanding of the core concepts of those modules.
2. Demonstrate the above model and present the resulting working artifact.
3. Employ a robust and professional framework so that the artefact as described above conforms to all legal standards with regard to data protection and all industry standards pertaining to copyright, privacy, Intellectual Property(IP), etc.
4. Identify personal ethical responsibilities and obligations as technologists and the obligations and responsibilities of the community of technologists.
5. Apply appropriate developmental and related standards which are designed to address ethical considerations (such as privacy and human-centred development) to the development and deployment of digital technologies.
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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
Project	40%	2,3,4,5,6

Assessment Criteria

<40%: Inability to develop a model and present a working artifact. No evidence of an understanding on legal and ethical issues involved in the development and deployment of the artifact (or the reason why neither are important).

40%–49%: Ability to develop a model and present a working artifact. Reasonable evidence of an understanding on legal and ethical issues involved in the development and deployment of the artifact (or the reason why neither are important).

50%–59%: All the above and in addition has applied concepts from more than two modules/strands. Strong evidence of a complete checklist of potential legal/ethical issues with clear (completed) action plan for each.

60%–69%: All the above and in addition, be able to integrate and analyse concepts from more than two and at least one past module, showing an ability to transfer skills and knowledge across modules/strands.

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. Moving towards a general framework for check-listing legal and ethical issues for such artifacts.

Requested Resources

- Computer Lab: BYOD Lab