Ollscoil
Teicneolaíochta
an Oirdheiscirt

South East
Technological
University

Module Descriptor

Project Semester 3
(Computing and Mathematics)

Short Title: Project Semester 3
Department: Computing and Mathematics
Credits: 5   **Level:** Introductory

Description of Module / Aims

This module will introduce the student to project management and time management skills. The student will practice these skills through building an artifact based on multiple strands/modules across the programme. This module will act as an opportunity for the student to contextualise and link cross-strand concepts.

Programmes

	stage/semester/status
PROJ-0158 BSc (Hons) in Applied Computing (WD_KACCM_B)	2 / 3 / E
PROJ-0158 BSc (Hons) in Computer Science (WD_KCMSC_B)	2 / 3 / E
PROJ-0158 BSc (Hons) in the Internet of Things (International) (WD_KINTT_BI)	2 / 3 / M

Indicative Content

- Project management, e.g. Agile, Scrum
- Time Management tools
- Communication and presentation of ideas in correct, clear and modern format
- Agile Software Development Principles & Practices

Learning Outcomes

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

1. Apply 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. Use a modern project management paradigm, e.g. Agile, Scrum to plan and manage a small to medium project, e.g. the development of the artefact above.
4. Use time-management strategies (including tools) integrated with the chosen project management paradigm.
5. Describe the application of the chosen project management techniques in the development of the artefact.

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	80%	1,2,3
Project	20%	3,4,5

Assessment Criteria

<40%: Inability to develop a model and present a working artifact. Little evidence of project management and time management throughout project.

40%–49%: Ability to develop a model and present a working artifact. Reasonable evidence of project management (e.g. Agile, Scrum) and time management throughout project.

50%–59%: All the above and in addition has applied concepts from more than two modules/strands. String evidence of the different phases through the project and how the different techniques have benefited the project.

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. Shows evidence of strong project management and time management and of how the project has benefitted from both.

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.

Requested Resources

- Computer Lab: BYOD Lab