Module Definition Form (MDF)

Module code: MOD002691	**Version:** 8 **Date Amended:** 24/Feb/2020

1. Module Title
Final Project

2a. Module Leader
George Wilson

2b. School
School of Computing and Information Sciences

2c. Faculty
Faculty of Science and Engineering

3a. Level
6

3b. Module Type
Project or dissertation (fine graded)

4a. Credits
30

4b. Study Hours
300

5. Restrictions

Type	Module Code	Module Name	Condition
Pre-requisites:	None		
Co-requisites:	None		
Exclusions:	None		
Courses to which this module is restricted:	None		

LEARNING, TEACHING AND ASSESSMENT INFORMATION

6a. Module Description

The individual Final Project module will allow you to engage in a substantial piece of individual research and / or product development work, focused on a topic relevant to your specific discipline. Your topic may be drawn from a variety of sources including: Anglia Ruskin research groups, previous / current work experience, your company in which you are currently employed, an Anglia Ruskin staff-suggested topic or a topic of your specific interest related to your course discipline. Your project topic will be appraised for suitability to ensure there is sufficient academic challenge and that satisfactory supervision by an academic member of staff is available. Your chosen topic will require you to identify / formulate problems and issues, conduct literature reviews, evaluate information, investigate and adopt suitable development methodologies, determine solutions, develop hardware, software and/or media artefacts as appropriate, process data, and critically appraise and present your findings using a variety of media. Regular meetings with your project supervisor will take place to ensure the project is closely monitored and guided in the right direction.
A successful project will increase your employability as employers often place far more emphasis than the credit weighting suggests for this module because it will reflect skills directly applicable to the workplace and real world projects (such as qualities of self-management, planning and organisational skills). It is common practice at interview for an employer to ask you about your project as it gives you a chance to demonstrate your technical and communication skills on a specialist topic that you will be enthusiastic and knowledgeable about. For these reasons you will also have to undertake a small amount of Personal Development Planning with respect not only to your project but also more generally to prepare you for life after University.

6b. Outline Content

- Identify / formulate area of investigation and specific issues / problems to be addressed, generating the overall aim (scope) and specific objectives of the project. - Outline and monitor the final stage of Personal Development Plan: CV writing up and career plan. - Conduct literature reviews and evaluate information. - Investigate and adopt suitable development methodolgies and acquire project management skills. - Determine solutions, develop hardware, software and/or media artefacts as appropriate. - Process data, critically appraise and present their finding using a variety of media. - Write a substantial report / dissertation, and present the work in an appropriate format.

6c. Key Texts/Literature

The reading list to support this module is available at: https://readinglists.aru.ac.uk/

6d. Specialist Learning Resources

Laboratories, computers, hardware, software, test equipment, presentation media, etc., as appropriate.

7. Learning Outcomes (threshold standards)		
No.	**Type**	**On successful completion of this module the student will be expected to be able to:**
1	Knowledge and Understanding	Choose and define the scope of an appropriate area for structured investigation / design / development.
2	Knowledge and Understanding	Collect, organise, understand and interpret information from a variety of appropriate resources, acting autonomously, with minimal supervision.
3	Knowledge and Understanding	Identify, select and justify the use of appropriate techniques, methods and development strategies, incorporating an ethical dimension where appropriate. Identify achievements and skills and plan for progression post-degree.
4	Intellectual, practical, affective and transferrable skills	Design, implement and test an artefact through its development lifecycle and critically evaluate evidence to justify and support conclusions / recommendations in relation to that artefact.
5	Intellectual, practical, affective and transferrable skills	Communicate effectively, in a professional manner, in writing and orally (if appropriate), and produce detailed and coherent work.
6	Intellectual, practical, affective and transferrable skills	Show, where appropriate, flexible and creative approaches and skills to complex problem solving, demonstrating capacity for conceptual, critical and independent thinking and showing good academic practice.

8a. Module Occurrence to which this MDF Refers				
Year	**Occurrence**	**Period**	**Location**	**Mode of Delivery**
2025/6	ZZF	Template For Face To Face Learning Delivery		Face to Face

8b. Learning Activities for the above Module Occurrence			
Learning Activities	**Hours**	**Learning Outcomes**	**Details of Duration, frequency and other comments**
Lectures	6	1,2,3,6	Semester 1: 1hr/wk for 4 weeks (project allocation; ethics, CV and employability, PSRB requirements). Semester 2: 2hrs (poster preparation, final report, interview techniques).
Other teacher managed learning	6	1,2,3,6	Individual meetings with supervisor over 2 semesters (4hrs; typically 20-30 mins bi-weekly over 24 weeks but by mutual agreement). Poster presentation event (2hrs).
Student managed learning	288	2,4,5,6	Self directed learning.
TOTAL:	300		

9. Assessment for the above Module Occurrence					
Assessment No.	**Assessment Method**	**Learning Outcomes**	**Weighting (%)**	**Fine Grade or Pass/Fail**	**Qualifying Mark (%)**
010	Coursework	1-6	100 (%)	Fine Grade	30 (%)
An assessed Interim Report (5%) must be submitted during the middle of the first semester, and an assessed Poster must be presented during the middle of the second semester (15%). The main item of assessment is the student's final written Report (80%) which is submitted towards the end of the second semester.					
Assessment No.	**Assessment Method**	**Learning Outcomes**	**Weighting (%)**	**Fine Grade or Pass/Fail**	**Qualifying Mark (%)**
011	Practical	3,4,6	0 (%)	Pass/Fail	100 (%)
Submission of an artefact (as appropriate to the student's degree) consisting of the substantive output or product of the project which where applicable also meets the requirements of the professional body or bodies that accredit the student's course. Examples of such might include (depending on the course), software, hardware, a game or a musical artefact or a combination thereof.					

In order to pass this module, students are required to achieve an overall mark of 40% (for modules at levels 3, 4, 5 and 6) or 50% (for modules at level 7*).

In addition, students are required to:
(a) achieve the qualifying mark for each element of fine graded assessment as specified above
(b) pass any pass/fail elements

[* the pass mark of 50% applies for all module occurrences from the academic year 2024/25 – see Section 3a of this MDF to check the level of the module and Section 8a of this MDF to check the academic year]