

MODULE DESCRIPTOR

Module Title

Real World Project and Professional Skills

Reference	CM2102	Version	2
Created	April 2017	SCQF Level	SCQF 8
Approved	July 2016	SCQF Points	30
Amended	August 2017	ECTS Points	15

Aims of Module

To provide a broad range of professional knowledge and skills needed for a career in the Computing and IT industries. This module will give students a real world learning experience and will enable students to develop a range of employability and entrepreneurial skills. These include multi-disciplinary team working, communication, co-operation, project planning, initiative, commercial awareness, tolerance of uncertainty, ambiguity, risk, and failure and analytical skills. The module will provide students with the opportunity to acquire these skills through a variety of work options examples include: projects based on industry briefs, appropriate voluntary work, open source projects, research projects and entrepreneurship projects.

Learning Outcomes for Module

On completion of this module, students are expected to be able to:

- 1 Demonstrate an ability to work both individually and within multi-disciplinary teams to deadlines. Show evidence of planning and apply professional and interpersonal skills so as to communicate effectively, both verbally and in writing. Show ability to persuade others and negotiate support for ideas.
- 2 Demonstrate understanding of the requirements of businesses/clients, propose different alternatives for a solution, evaluate issues and make decisions in situations of ambiguity, uncertainty and risk.
- 3 Identify and practice established principles within the students' programme of study. Apply and express the underlying concepts and principles outside the context in which they were first studied, including where appropriate, the application of those principles in a work context.
- 4 Demonstrate innovation and creativity through the project work undertaken in the module and a commitment to learn from failures and reflection.
- 5 Demonstrate an awareness and ability to apply social, professional, legal and ethical standards as documented in professional codes of conduct of computing & IT professional bodies, e.g. BCS.

Indicative Module Content

Employability Preparation CV Preparation, Assessment centre, Interview skills, Applying for a job/placement Entrepreneurship concepts Innovation, ideas generation and selection, marketing, risk assessment, intellectual property rights, money and legal affairs Real World Based Projects Identifying a project opportunity, Delivering of a project, Professional Aspects, Agile Project Management. Social, Professional, Legal and Ethical issues related to the computing industry: e.g. data protection, freedom of information, computer misuse, copyright, accessibility, health and safety. Standards and Best Practice Guides: ISO 20000, ISO 27001, ISO 27014.

Module Delivery

Key concepts are introduced and illustrated through lectures. The understanding of students is tested and further enhanced through interactive in lab tutorials. In the laboratories the students will progress through a sequence of exercises to develop sufficient knowledge of the subject.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	72	N/A
Non-Contact Hours	228	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	300	N/A
<i>Actual Placement hours for professional, statutory or regulatory body</i>		

ASSESSMENT PLAN

If a major/minor model is used and box is ticked, % weightings below are indicative only.

Component 1

Type:	Coursework	Weighting:	100%	Outcomes Assessed:	1, 2, 3, 4, 5
Description:	Submission of a group project and a portfolio.				

MODULE PERFORMANCE DESCRIPTOR

Explanatory Text

The calculation of the overall grade for this module is based on 100% weighting of C1. An overall minimum grade D is required to pass the module.

Module Grade	Minimum Requirements to achieve Module Grade:
A	The student needs to achieve an A in C1
B	The student needs to achieve a B in C1
C	The student needs to achieve a C in C1
D	The student needs to achieve a D in C1
E	The student needs to achieve an E in C1
F	The student needs to achieve an F in C1
NS	Non-submission of work by published deadline or non-attendance for examination

Module Requirements

Prerequisites for Module	None.
Corequisites for module	None.
Precluded Modules	None.

INDICATIVE BIBLIOGRAPHY

- 1 COLE, R. and SCOTCHER, E., 2015. Brilliant Agile Project Management, A Practical Guide to Using Agile, Scrum and Kanban. Pearson Education.
- 2 BOTT, F., 2014. Professional Issues in Information Technology. 2nd ed. BCS.
- 3 BLACKSTAFF, M., 2012. Finance for IT Decision Makers, A practical handbook. 3rd ed. BCS.
- 4 DRUCKER, P., 2014. Innovation and Entrepreneurship. Routledge Classics.
- 5 BESSANT, J. and TIDD, J., 2015. Innovation and Entrepreneurship. 3rd ed. John Wiley & Sons.