ROBERT GORDON UNIVERSITY ABERDEEN

MODULE DESCRIPTOR

Module Title

Real World Projects and Professional Skills

Reference	CM2112	Version	2
Created	May 2019	SCQF Level	SCQF 8
Approved	June 2018	SCQF Points	15
Amended	May 2019	ECTS Points	7.5

Aims of Module

The module aims to provide students with practical interpersonal communication skills (written, oral and group) to support placement activity and employment. The module also aims to introduce students to current professional issues linked to ethics and conduct, data protection and legislation, issues of IP, copyright and ownership.

Learning Outcomes for Module

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

1	Demonstrate employability skills, e.g. CV-writing and personal presentation skills.
2	Demonstrate an awareness and ability to understand real-world problems and apply social, professional, legal and ethical standards as documented in professional codes of conduct of computing and IT professional bodies.
3	Demonstrate innovation and creativity linked to real-world projects through the group work undertaken in the module and a commitment to learn from failures and reflection.
4	Demonstrate effective preparatory and oral presentation skills.

Indicative Module Content

Employability Preparation, CV Preparation, Interview skill. Applying for a job/placement. Critical analysis and problem solving, report writing, tools and style. Group work and effective planning. Importance of reflection and evidence based practice. Collaboration and software tools. Oral presentation skills. Entrepreneurship and technology commercialisation. Frameworks for ethical analysis and arguments. Current Real-World Problems, Social, Professional, Legal and Ethical issues related to the computing industry; data protection, freedom of information, computer misuse, copyright, accessibility, health and safety. Standards and Best Practice Guides: ISO 20000, ISO 27001, ISO 27014. GDPR 2018.

Module Delivery

Material will be delivered through a mixture of lectures and practical tutorials and group sessions. Work done in the weekly practical sessions is a platform for continuous formative feedback.

Indicative Student Workload

	Full Time	Part Time
Contact Hours	36	N/A
Non-Contact Hours	114	N/A
Placement/Work-Based Learning Experience [Notional] Hours	N/A	N/A
TOTAL	150	N/A
Actual Placement hours for professional, statutory or regulatory body		

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

Description: Coursework totalling 100% of the total module assessment. Group report 50%, Group presentation 50%.

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 of 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	Renate, M., and Ryback, D. (2016) Transforming Communication in Leadership and Teamwork: Person-Centered Innovations. Springer
2	Evans, N. (2017) Mastering Digital Business. BCS
3	Sutton, B., and Chatham, R. (2017) Building a winning team. BCS
4	Marshall, C. (2018) Business Writing for Technical People. BCS