Module Title:	Project (Web and Cloud)
Language of Instruction:	English

Credits:	30

NFQ Level:	7

Module Delivered In	1 programme(s)

Teaching & Learning Strategies:	Students are grouped into small teams where each team is coordinated by a tutor. Each team then agrees a provisional specification with their tutor. Teams are given a schedule of milestones in which to research, specify, design, implement and test their chosen project. Teams meet with their tutor at least once per week to get feedback on progress and direction for further work. At two different intervals during the course of the year, each team will present intermediate working builds of their project.

Module Aim:	1. To enable the students bring together knowledge and skills from other programme modules. 2. To provide students with practical experience in developing moderately size projects as part of a team. This module is an elective Project for students who are unable to secure work placement.

Learning Outcomes
On successful completion of this module the learner should be able to:

LO1	Work as part of a team to complete a web/cloud based project
LO2	Schedule and plan tasks necessary to build a computing artefact
LO3	Write, debug and manage code in a large code base
LO4	Research and solve programming problems
LO5	Present and document completed work in a professional manner

Pre-requisite learning
Module Recommendations *This is prior learning (or a practical skill) that is recommended before enrolment in this module.*
No recommendations listed
Incompatible Modules *These are modules which have learning outcomes that are too similar to the learning outcomes of this module.*
No incompatible modules listed
Co-requisite Modules
No Co-requisite modules listed
Requirements *This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.*
No requirements listed

Module Content & Assessment

Indicative Content
Project Practicalities The project is scheduled to run to replicate a full-time project position, running for 12 weeks of the semester. In addition, a number of project preparations lectures are delivered prior to the module start to educate the student as to what is required of them in this module.
Learner Requirements Learners are expected to work independently on their project. Weekly meetings with their project supervisor provide general guidance, advice and encouragement throughout the project life-cycle. A project diary (reflective journal) is maintained by the learner and must be signed by the project supervisor on a weekly basis. The project presentation provides the learner with valuable experience of presenting their work within a public setting.
Project Content Learners are required to develop a fully functional,software with professional document in consultation with their assigned project supervisor. The software must contain a significant amount of personal programming effort. Whilst the project has a number of distinct deliverables with attached deadlines, the software process followed is learner-supervisor-project dependent.

Assessment Breakdown	%
Project	100.00%

No Continuous Assessment

Project				
Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	Project Proposal	2,3,5	20.00	Week 3
Project	Deliverable, this ongoing component will be assessed on the basis of work completed over the duration of the module.	1,2,3,4	40.00	Every Week
Project	Presentation, demonstration and interview.	1,2,5	40.00	End-of-Semester

No Practical

No End of Module Formal Examination

SETU Carlow Campus reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Independent Learning	15 Weeks per Stage	13.47
Contact Hours	12 Weeks per Stage	4.00
	Total Hours	250.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KWCCD_B	[Bachelor of Science (Honours) in Creative Computing and Digital Innovation](#)	6	Elective