PROJ: Project (Digital Transformation)

Module Title:	Project (Digital Transformation)
Language of Instruction:	English

Credits:	10

NFQ Level:	6

Module Delivered In	1 programme(s)

Teaching & Learning Strategies:	This module is delivered in a studio enviornment where students work on a projects developing their problem solving, teamwork and communication skills. Some tutorials and lectures will be provided but most interaction will be facilitating a problem based learning environment and project supervision by the lecturer.

Module Aim:	To introduce the student to project work with a minor and major project. The minor project is an individual project drawing on the students' own personal abilities and the major is a group project requiring interaction with a small number of fellow students.

Learning Outcomes	
On successful completion of this module the learner should be able to:	
LO1	Identify an opportunity transform an existing business concept/model
LO2	Design and present a solution to transform a business model/operations/activity/process.
LO3	Develop a solution according to a specification.
LO4	Participate as a team member in developing an web based application that enables digital transformation

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

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Module Content & Assessment

Indicative Content
Web Based Applications for Digital Transformation Students will be provided with an introduction to the idea of Digital Transformation and given some practical examples. Other topics to be covered include, project management guidelines, project lifecycles and GDPR requirements.
Application (Web Programming / Database) Students work on a web based dynamic database project in groups of 3 or 4 to a detailed specification to transform some business process. They produce database layouts, user interface and code.
Supervision Each student and group (depending on component) is assigned to a tutor, with scheduled weekly meeting times. Detailed standards and guidelines are published and strictly enforced for each component.

Assessment Breakdown	%
Project	100.00%

No Continuous Assessment

Project

Assessment Type	*Assessment Description*	*Outcome addressed*	*% of total*	*Assessment Date*
Project	Web development application: Students are given a brief that details a businesses need to transform its business model/operations/activity/process using a web based application. Students must participate in a team. Deliverables include a project design report and a web based application. Students must also demonstrate the application.	3,4	70.00	Sem 2 End
Project	Project Proposal and Design Solution	1,2	30.00	Week 24

No Practical

No End of Module Formal Examination

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

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Module Workload

Workload: Full Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecturer-Supervised Learning (Contact)	12 Weeks per Stage	0.50
Assignment	15 Weeks per Stage	7.93
	Total Hours	125.00

Workload: Part Time		
Workload Type	*Frequency*	*Average Weekly Learner Workload*
Lecture	12 Weeks per Stage	0.50
Assignment	15 Weeks per Stage	4.57
	Total Hours	74.50

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KWCCD_B	Bachelor of Science (Honours) in Creative Computing and Digital Innovation	4	Mandatory