

PROJ: Project (Web and Cloud)

University				
Module Title:			Project (Web and Cloud)	
Language of Instruction:		n:	English	
Credits:		30		
NFQ Level:		7		
Module Deli	vered 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:			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 Ou	ıtcomes			
On successfi	ul completio	n of th	nis module the learner should be able to:	
LO1	Work as part of a team to complete a web/cloud based project		a team to complete a web/cloud based project	
LO2	Schedule and plan tasks necessary to build a computing artefact		lan tasks necessary to build a computing artefact	
LO3	Write, debug and manage code in a large code base		d manage code in a large code base	
LO4	Research and solve programming problems		olve programming problems	
LO5	Present and docu		cument 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



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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	
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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
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