

Module Title:	Project
Language of Instruction:	English
Credits:	20
NFQ Level:	8
Module Delivered In	1 programme(s)
Teaching & Learning Strategies:	The dissertation provides the student with the opportunity to develop critical and independent thinking. Students are guided by the supervisor, but essentially are provided with the opportunity to engage in self-motivated, independent work. Students are expected to devote about 10 hours per week to their project work. Staff time is allocated to each project.
Module Aim:	To provide students with additional practical experience of realistically sized projects. This is an interdisciplinary subject, which aims to consolidate and integrate the learners' knowledge, skills and competences across the range of subject areas.
Learning Outcomes	
<i>On successful completion of this module the learner should be able to:</i>	
LO1	Familiar with large Project Management
LO2	Understand the Project Life Cycle
LO3	Develop large Digital Art and Design UI Projects
LO4	Apply appropriate Digital Art and Design UI design techniques to solve real world problems
Pre-requisite learning	
Module Recommendations <i>This is prior learning (or a practical skill) that is recommended before enrolment in this module.</i>	
No recommendations listed	
Incompatible Modules <i>These are modules which have learning outcomes that are too similar to the learning outcomes of this module.</i>	
No incompatible modules listed	
Co-requisite Modules	
No Co-requisite modules listed	
Requirements <i>This is prior learning (or a practical skill) that is mandatory before enrolment in this module is allowed.</i>	
No requirements listed	

Module Content & Assessment

Indicative Content

Project

Students will work on a major project, the work on which will be co-ordinated by the tutors. The student having selected a project will with their tutor agree a provisional project specification.

Supervision

Each student will be assigned a supervisor. Each project will be agreed upon after consultation between the student, the supervisor and (where applicable) a host company. The student and supervisor will meet at regular intervals during the project to discuss progress, deal with any issues or problems which may arise, and ensure that the work is progressing satisfactorily.

Research

The student must research the project to produce a research manual, a final functional specification, and project plan at the 8th week. The project plan drafted by the student in collaboration with their tutor details the other project milestones. The design specification is iteratively refined during the project execution. All remaining documentation is due on the completion date of the project. Final project evaluation by all the tutors takes place in the 26th week.

Presentations

During the course of the year, the students will make individual presentations on progress at various pre-determined evaluation points. Where the project is research-only, appropriate project milestones and documentation are agreed between the tutor and student.

Assessment Breakdown	%
Project	100.00%

No Continuous Assessment

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	n/a	1,2,3,4	100.00	n/a

No Practical

No End of Module Formal Examination

No Continuous Assessment

Project

Assessment Type	Assessment Description	Outcome addressed	% of total	Assessment Date
Project	n/a	1,2,3,4	100.00	n/a

No Practical

No End of Module Formal Examination

ITCarlow reserves the right to alter the nature and timings of assessment

Module Workload

Workload: Full Time		
<i>Workload Type</i>	<i>Frequency</i>	<i>Average Weekly Learner Workload</i>
Lecturer Supervised Learning	30 Weeks per Stage	12.67
Total Hours		380.00

Module Delivered In

Programme Code	Programme	Semester	Delivery
CW_KCIAD_B	Bachelor of Science (Honours) in Computing in Interactive Digital Art and Design	7	Mandatory

Discussion Note:	ADF
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