

School of Computer Science

Module Guide 2009/10

Module Title: Computer Science Project
Module code: 3COM0063

Semester: A and B
Number of Credits: 30
Module Leader: James A. Malcolm

Introduction to the module

The computer science project will give you a chance to extend and deepen your knowledge of computer science by undertaking a substantial piece of practical work. You will plan, select and manage the project yourself. The project will be conducted under the guidance of a project tutor and with the support of lectures on key issues for a successful project. You are required to report on progress at a number of points during the project and to deliver the results of your work, and a final report, at the end.

This document applies to the following modules:

3COM0063 Computer Science Project,
3COM0065 Computing and Networks Project,
3COM0066 Information Systems Project,
3COM0067 Intelligent Systems Project,
3COM0068 Interactive Systems Project,
3COM0069 Software Engineering Project,
3COM0070 Theoretical Computer Science Project,
3COM0080 Adaptive and Robotic Systems Project,
and 3COM0120 Interactive and Multimedia Computing Project.

These modules are all taught using the same set of lectures and the same administrative structure.

Module Tutor(s) (The Module Leader is the first-named person):

Name	Room	Tel	Email @herts.ac.uk	Preferred Mode of Contact
James A. Malcolm	LB220	4310	j.a.malcolm	email

Module Aims

The aims of this module (3COM0063, Computer Science Project) are to enable students to...

- *increase the depth of their knowledge and understanding in a computer science specialist area which is of relevance to the award they seek ;*
- *extend some of the knowledge and skills gained as a result of participating in an academic study programme in computer science, or as a result of undergoing a period of training in industry;*
- *apply their knowledge and skills in an unfamiliar context;*
- *design a programme of independent practical work and manage it to completion, and evaluate the quality of their work against an appropriate set of criteria.*

Module Learning Outcomes

1. *Successful students should have a knowledge and understanding of the investigation and solution of a substantial practical task requiring the application of knowledge from the subject area in question ;*
2. *Successful students should have knowledge and understanding of an appropriate set of criteria against which to evaluate work in their chosen area*
3. *Successful students should be able to plan and conduct a programme of practical work that requires the application of knowledge from a focused area of computer science, working independently of close supervision*
4. *Successful students should be able to document, report on, and critically evaluate their work in a manner appropriate to the needs of a specified readership*

Class Contact Arrangements

Activity	Day	Time	Room	Notes
Lecture	Tuesday	18:00	C152	not every week

Module Delivery Plan Semester A

Week		Lecture Topic	Notes
No	begin		
1	28Sep2009	Induction Week (Start of Semester A) How the module is organised How to choose a project	
2	05Oct2009	How to do a good project	
3	12Oct2009	How to complete the DPP	
4	19Oct2009	How to gather information	
5	26Oct2009	How to work with a tutor	
6	02Nov2009	How to avoid plagiarism	
7	09Nov2009	Feedback on the DPP	
8	16Nov2009	How to complete the IPR	
9	23Nov2009	Possibly further topics will be covered...	
10	30Nov2009	...	
11	07Dec2009		
12	14Dec2009		
13	21Dec2009	3 Week Christmas Vacation	
14	28Dec2009		
15	04Jan2009		
16	11Jan2010		
17	18Jan2010	Exams / Directed Study (End of Semester A)	

Semester B

Week		Lecture Topic	Notes
No	begin		
18	25Jan2010	Feedback on the IPR	
19	01Feb2010		
20	08Feb2010		
21	15Feb2010		
22	22Feb2010		
23	01Mar2010	How to prepare your final submission	
24	08Mar2010	How to demonstrate your project	
25	15Mar2010		
26	22Mar2010		
27	29Mar2010		
28	29Mar2010	2 Week EASTER Vacation	
29	29Mar2010		
30	19Apr2010		
31	26Apr2010	Revision	
32	03May2010	Exams	
33	10May2010		
34	17May2010		
35	24May2010		
36	31May2010		

Assessment Regime

To pass this module you must *Pass Overall*

Students must both submit a satisfactory final report and make a satisfactory presentation of their work to be considered for a pass grade. Oral examinations will take place on 28th May. If students have demonstrated their work to the markers before the examination period (weeks 32–35), we may excuse them from the oral examination.

Feedback will be provided by project tutors in regular meetings with their students. Individual feedback will be provided on the DPP and the IPR, but not on the final submission which is for summative assessment only. One lecture will be dedicated to feedback on the IPR, and additional lectures will be scheduled where general issues (relevant to many students) need to be addressed.

Assessment Details								Learning out-comes assessed				
No.	Title/topic	Type	% of total	Set Date	Hand-in Date	Target for return of marked work	Individual/Group	1	2	3	4	5
1	Detailed Project Proposal	Coursework	1	2/10/09	16/10/09	10/11/09	individual			x	x	
2	Interim Progress Report	Coursework	6	17/11/09	8/12/09	26/01/10	individual	x		x	x	
3	Additional Progress Reports	Coursework	3	17/11/09	N/A	N/A	individual	x		x	x	
4	Final Submission	Coursework	90	2/03/10	20/04/10	N/A	individual	x	x	x	x	
5	Oral	Coursework	-	11/05/10	28/05/10	N/A	individual	x	x	x	x	

Study Time:

Total	300	hours
Consisting of :		
Class Contact	15	hours.
Seminar	0	hours.
Practical	0	hours.
Independent	285	hours.

Other Useful Information:

Recommended reading:

Students will be expected to seek out appropriate sources of information for themselves, and at least one lecture will be devoted solely to this topic. There is no required textbook, as the course content varies depending on the project selected by the student. However, the following texts are quite likely to be useful:

- Andersson, Eve Astrid; Greenspun, Philip; Grumet, Andrew, Software engineering for Internet applications
- Dawson, Christian W, Projects on computing and information systems : a student's guide
- Weaver, Philip L, Success in your project : a guide to student development projects
- Berndtsson, Mikael, et al, Planning and implementing your final year project - with success!
- Cornford, T, Project research in information systems : a student's guide
- Oates, Briony J, Researching information systems and computing

The first of these is intensely practical, about the stages of building a Web based system, and is highly recommended. The others are more about the processes involved in doing a student project.

Module Guide Moderation

I have examined this module guide and all the sections have been completed with appropriate information. I confirm that the moderation process has been completed satisfactorily

Signature ' (moderator)	Name (moderator)	Date
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