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## CO3016 Computing Project

**Credits:** 40    **Convenor:** Dr. E. Tadjouddine    **Semester:** 1 + 2

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**Prerequisites:** *Essential: 240 credits of Computing Modules*

**Lectures:** 5 hours

**Surgeries:** 10 hours

**Laboratories:** 2 hours

**Independent Study:** 283 hours

**Assessment:** *Coursework: 100%*

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### Learning Outcomes    Students should be able to:

- demonstrate that they can carry out background research which underpins project work;
  - work out the nature of the deliverables to be produced;
  - identify the specification and design issues involved;
  - undertake appropriate specification and design work;
  - implement the end (software) product according to their design work;
  - test and evaluate the end product;
  - produce a substantial written dissertation;
  - prepare and deliver an oral presentation;
  - produce a short interim report on progress made to date and any revisions made to their original plan;
  - demonstrate general problem solving skills;
  - write substantial written reports.
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**Explanation of Prerequisites**    All Computing students will have a common core of knowledge on which to build in the third year.

**Module Description**    The purpose of the Computing Project is for the student to combine knowledge and skills acquired in level one and two Computer Science modules in the production of a suitable project. Project work consists of independent private study, guided by regular short meetings with a member of staff who will advise the student on how to proceed with the year's work. Ten credits of work will take place in semester one, and the remaining twenty credits in semester two. Students may choose a project title and subject area from a large list of project descriptions, or they may suggest a project of their own for possible approval. The project has a number of goals which the student must achieve, but the key ones are the writing of a dissertation summarising the year's work, and the development of a practical computer system.

**Convenor's Notes**    The assessment is broken down as follows:

1. 10%: Interim report and Prototype demo.
2. 5%: Interview with the second marker
3. 10%: Viva and demonstration of software.
4. 70%: Software product and Final project report.
5. 5%: Mark for student effort and participation, based on a weekly diary.