

303COM Individual Project

The aim of this module is to provide an opportunity to research, design, implement and critically evaluate a functional or simulated system, object or concept and to acquire further knowledge of a specialist technical area.

View Online



To this end, the student will undertake a substantial project which will exercise in-depth technical, problem-solving, creative and other skills required of a professional practitioner. The student will ensure that their work conforms to appropriate ethical codes of practice.

Successful completion of the project will require methodical planning, record keeping and self-management and effective communication, execution and delivery of an agreed artefact.

Support and guidance will be provided by a project supervisor who will be the primary point of contact for a student on this module.

Awesome Projects in Computing. Every, P and Mount, S. (2016 Document). (n.d.) available from
<https://cumoodle.coventry.ac.uk/pluginfile.php/2407357/mod_resource/content/1/Awesomemprojects.pdf>

Dawson, Christian W. (16AD) The Essence of Computing Projects: A Student's Guide 3rd Edition. vol. The essence of computing series. Harlow: Prentice Hall

Tony Cornford & Steve Smithson (2006) 'Chapter 7 of Project Research in Information Systems: A Student's Guide - "Collecting Research Data".' in Project Research in Information Systems: A Student's Guide [online] 2nd ed. vol. Palgrave information systems series. Basingstoke: Palgrave Macmillan. available from
<<https://contentstore.cla.co.uk/secure/link?id=090d59c3-2a65-e611-80c6-005056af4099>>