

Module Specification

Module Summary Information

1	Module Title	Innovation Project
2	Module Credits	20
3	Module Level	4
4	Module Code	CMP4285

5	Module Overview
<p>This first-year project allows you to develop and cultivate a creative mind-set through collaborative innovative practice, allowing you to bring together knowledge and imagination to construct a viable product. It is an opportunity to express your ideas, skills and talent to the wider community of innovative practice.</p> <p>The project provides you with an opportunity to be part of a thriving community of innovators that practices connected learning. This is facilitated by putting you into inter-disciplinary project teams supported by innovation mentors, advisors and academics; culminating in you exhibiting your work to an international panel of experts.</p> <p>Projects such as the XploR smart cane and Smart Ignite are examples of innovation projects that have progressed their innovation journey from inception to prototype, and the teams have received international accolade at the European Business Congress and won the BCU Extra Mile awards in 2016.</p> <p>This semester long project will challenge teams through an iterative process of requirements capture, ideation, concept design, development and rapid prototyping to deliver a functional proof-of-concept.</p> <p>Whilst the module promotes an attitude of 'product making', emphasis is placed on student excellence by encouraging them to demonstrate deep thinking (research, thought and action) of their ideas and constructs through the development of an extensive speculative project plan that will encourage them to innovate further. The module is designed to teach innovation methods, techniques and processes that are required to develop young professionals, enabling them to articulate and strengthen their career aspirations as the innovators of tomorrow.</p> <p>The module is semi structured using Lectures, Workshops and Innovation Labs within their student teams, whilst being supported and encouraged to continuously progress their projects for assessment.</p> <p>This module encourages students to capitalise on their learning and direct this towards their own career goals; this is done by engaging in research and innovative projects that align to their future aspirations.</p> <p>Relationship to programme philosophy:</p> <p>This module provides an opportunity for the student to develop knowledge and skills, which will contribute to the acquisition of key BCU graduate attributes; creative problem solvers, global outlook,</p>	

enterprising, professional and work ready. In the context of computing and data communication, this means an ability to respond to a critical brief to find practical solutions to problems; evaluate and respond to the opportunities and challenges of interdisciplinary approaches to the realisation of a task; respond flexibly and imaginatively to a set, or group-determined brief within a fixed timescale.

6	Indicative Content
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- Ideation
- Design thinking
- Project planning
- Innovation process and techniques
- Development Lifecycle
- Project Principles - Internal Factors
- Project Organisation
- Digital Marketing and competitor analysis
- Production and Costing
- Gap analysis
- Presentation and Pitching

7		Module Learning Outcomes
On successful completion of the module, students will be able to:		
1	Collaborate in design-thinking to present a concept in a concise manner.	
2	Position your team contribution to maximise your employability opportunities.	
3	Consolidate team expertise to construct a Minimum Viable Product (MVP).	
4	Develop an opportunistic project plan through reflective practice.	

8		Module Assessment		
Learning Outcome		Coursework	Exam	In-Person
1, 4		X		
2, 3				X

9		Breakdown Learning and Teaching Activities
Learning Activities	Hours	
Scheduled Learning (SL) includes lectures, practical classes and workshops, peer group learning, Graduate+, as specified in timetable	60	
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	70	
Private Study (PS) includes preparation for exams	70	
Total Study Hours:	200	