

Module Specification

Module Summary Information

1	Module Title	Multimedia Group Project
2	Module Credits	40
3	Module Level	5
4	Module Code	DIG5128

5	Module Overview
<p>You will participate in a small structured team to design, produce and test a multimedia product. The module allows you to build upon the experiences gained during the innovation project undertaken in your first year and to consolidate the additional knowledge you have gained in Semester 1 Year 2. As a 40-credit module, a substantial piece of work is required, researched and executed in depth and with professional quality. The delivered product should, as far as possible, be presented as finished commercial work, packaged, easily installable/accessible and with any user documentation needed.</p> <p>The module content will reflect the nature of the projects but include:</p> <ul style="list-style-type: none"> • Group tutorials to define the project. • Subject specific lectures/workshops to introduce skills relevant to the project and discipline. • Lectures/workshops to introduce principles and techniques of project management, effective teamwork, including the importance of team roles and the use of online tools to enable and support project management. <p>Within this framework, several kinds of project opportunities are available. For example, with the approval of the module staff, you can determine a project based on your group's interests; module staff may set a predetermined project for a group or there may be opportunities for you to work on a live project brief.</p>	

6	Indicative Content
<p>Creativity & Ideas Generation, Team Formation, Project Management.</p> <p>Ideas generation and development of project concept</p> <p>Practical workshops and lectures to provide appropriate grounding in subject specific skills and group work (including online). These activities will continue during the module, according to demand/necessity.</p> <p>Set up of project management site - The team will need to plan and document the production process thoroughly using a Project Management site to enable tutors to monitor progress Development of project concept and project plan.</p> <p>Group project supported by group tutorials, with additional subject specific tutorials or workshops, where necessary. You will also be required to give presentations and/or reports on work in progress.</p>	

7	Module Learning Outcomes	
	On successful completion of the module, students will be able to:	
	1	Consolidate knowledge of tools and techniques employed to produce a multimedia application.
	2	Propose and defend innovative solutions to a client brief.
	3	Demonstrate a continued progression through appropriate project management techniques.
	4	Design and evaluate functional and usability test procedures.

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	96	
Directed Learning (DL) includes placements, work-based learning, external visits, on-line activity, Graduate+, peer learning, as directed on VLE	72	
Private Study (PS) includes preparation for exams	232	
Total Study Hours:	400	