

## Module Specification

### Module Summary Information

<b>1</b>	<b>Module Title</b>	Individual Honours Project
<b>2</b>	<b>Module Credits</b>	40
<b>3</b>	<b>Module Level</b>	6
<b>4</b>	<b>Module Code</b>	ENG6200

<b>5</b>	<b>Module Overview</b>
<p>The purpose of the module is to enable you to undertake a sustained, in-depth and research-informed project exploring an area that is of personal interest to you. In agreement with your supervisor, you will decide upon your topic which will take the form of a practical outcome (artefact) with accompanying contextual material. The main consideration when choosing your topic is that it must be aligned to the programme you are studying, and you should consider the relevance of this topic to your future academic or professional development.</p> <p>At this level, you will be expected to work independently but you will receive additional one-to-one support from your supervisor, who will be familiar with your chosen topic area. As you progress on the module, extra support will be available and this may take the form of group seminars, workshops and online materials that will help to develop your project.</p> <p>This module is an opportunity for you to develop not only academically, but it will also help you to acquire life-long skills and attributes that identify you as a graduate of BCU. These include being a creative problem solver, entrepreneurial, professional and work ready, and having a global outlook. In the context of technology-related industries, this means:</p> <ul style="list-style-type: none"> <li>• developing an ability to create work which demonstrates an awareness of professional standards relevant to your discipline;</li> <li>• gaining an understanding of successful project planning, which may include budget, time management and other relevant constraints;</li> <li>• being innovative, experimental and pushing the boundaries of your knowledge;</li> <li>• being able to self-evaluate and reflect critically on your work, placing it within the context of relevant debates within your chosen medium.</li> </ul> <p>For the purposes of the project, the exact nature of the artefact you create will be agreed in discussion with your supervisor to ensure its relevance to your subject discipline.</p> <p><b>Relationship with Programme philosophy and learning outcomes</b></p> <p>The project supports many of the programme aims in providing a range of skills needed to develop innovative solutions, strategies and ideas now and in the future. Often the project will relate directly to your career and will provide a vehicle for enhancing your professional skills and understanding of the wider issues facing practitioners in your field.</p>	

<b>7</b>	<b>Module Learning Outcomes</b>	
	<b>On successful completion of the module, students will be able to:</b>	
	<b>1</b>	Plan a research-informed project using appropriate literature and / or professional outputs.
	<b>2</b>	Design an artefact using appropriate techniques and tools.
	<b>3</b>	Implement a design to produce an artefact using appropriate techniques.
	<b>4</b>	Critically evaluate the implementation of the artefact and the overall project.
	<b>5</b>	Assemble and organise information to successfully communicate the results and findings of the project.

<b>8</b>	<b>Module Assessment</b>	
<b>Learning Outcome</b>		
	<b>Coursework</b>	<b>In-Person</b>
<b>1, 5</b>		<b>X</b>
<b>2 – 4</b>	<b>X</b>	

<b>9</b>	<b>Breakdown Learning and Teaching Activities</b>	
<b>Learning Activities</b>	<b>Hours</b>	
<b>Scheduled Learning (SL)</b> Tutorials	18	
<b>Directed Learning (DL)</b> Supervisor meetings	11	
<b>Private Study (PS)</b>	371	
<b>Total Study Hours:</b>	400	