# Module: Project 361 (Deaf)

Module name:	Project 361 (Deaf)			
Code:	D-PRJ361			
NQF level:	6			
Type:	Core – Diploma in Information Technology (all stream)			
Contact time:	20 hours			
Structured time:	50 hours			
Self-directed time:	30 hours			
Notional hours:	100 hours			
Credits:	10			
Prerequisites:	Project Management 261 (Deaf); Innovation & Leadership 261 (Deaf)			

## **Purpose**

In this module the student is expected to demonstrate the acquired knowledge and skills through the delivery of a project, in line with the exit level outcomes of the academic component of the qualification. For the delivery of the project, the student is required to work in a multi-disciplinary team, engaging with different stakeholders regularly to verify the satisfaction of the deliverable.

#### **Outcomes**

Upon successful completion of this module, the student will be able to:

- Demonstrate detailed knowledge, including an understanding of and the ability to apply this knowledge during a development project.
- Rely on the ability to use a range of skills gathered during the course of study to identify, analyse and solve unfamiliar problems faced when constructing projects by gathering evidence related to the project and applying solutions based on the evidence.
- Understand ethical implications faced when working on a project team and the impact it will have on the project. Learners should show an awareness of the complex ethical dilemmas one would face when working on a project.
- Produce and communicate complex information to various stakeholders of the project and demonstrate the ability to present and communicate effectively and coherently to a range of stakeholders using appropriate professional and occupational conventions, formats and technologies relating to the project.
- Understand the roles and responsibilities between elements of the proposed system and how it will influence other systems in the same problem domain. Students will demonstrate an understanding of how we live in a world where there are systems of systems.
- Demonstrate accountability, in respect of which a student is able to demonstrate the ability
  to work effectively in a team or group, and to take responsibility for his or her decisions and
  actions and the decisions and actions of others within the project and taking responsibility
  for the provided resources to accomplish the project goal.

### **Assessment**

- Continuous evaluation of work through several contact sessions, where technical and user required deliverables will be assessed.
- Continuous evaluation of project work, whereby the project team must present certain
  artefacts with various ranges of content and functionality. Students will work in groups and
  conduct peer assessments. The grade will reflect participation in the project, the role and
  mastery of the course.
- Final assessment through a presentation.
- Your class mark contributes 30% towards your final mark for the subject, while the final assessment accounts for 70% of your final mark.

## **Teaching and Learning**

## **Learning materials**

- Presentation notes
- Self-directed resources e.g., YouTube
- Lecturer hand-outs and samples.

### **Learning activities**

During this module students will be required to write up a response to a project request from a stakeholder. The responses will be evaluated and the best response will be selected and the student whose response was chosen will become the team leader for the specified project. Once a proposal is accepted the team leader can draft his own team from the pool of available students based on the premise that it is a gender and culturally diverse group. During several contact sessions, artefacts relating to specific phases of the project must be presented and feedback will be supplied based on submitted artefacts. During certain phases, the roles of team members will be changed to provide an equal opportunity for all members to fulfil various project roles. Planning and risk identification for all elements of the project must be maintained during the length of the project to prevent the project from running over the allotted time. Stakeholder engagement is key to the project and will occur during certain phases of the project to ensure stakeholder satisfaction. Final projects will be demonstrated and assessed as a group to stakeholders.

#### **Notional learning hours**

<b>Activity</b> Lecture	Units	Contact Time	Structured Time	Self-Directed Time
Formative feedback	10	20.0		
Project & peer interaction	4		46.0	20.0
<b>Project Presentation</b>	1 _		4.0	10.0
		20.0	50.0	30.0

## **Syllabus**

- Individual project proposal document submission
- Final project proposal document submission
- Planning document submission
- System Analysis and Design document submission
- Database Design submission
- Class Design submission
- Object Behaviour Model submission
- Coding
- Test plan document submission
- Testing
- Implementation
- Project Submission
- Presentation