



COMPUTING: PROJECT

UNIT: H6S7 45

LECTURER: MARK GILLAN

TEAMWORK FOR THE COMPUTING PROJECT

- It is recommended that this Unit would be delivered towards the end of a programme of study, when learners are in a position to demonstrate the knowledge and skills they have accumulated over this course of study.
- To pass the Unit you are required to work together as part of a team to plan, design and implement a solution to a practical assignment.
- Learners will be assessed on how they completed their individual tasks in the planning, design, implementation, testing and evaluation of a team based project.
- Each learner must demonstrate their contribution to each of the four stages and their ability to work effectively as part of a team.
- The brief for the project can be created by a negotiation between the assessor and the learners, but the assessor must ensure it meets the requirements of the Unit.
- The first three stages of the project are all team based and therefore the team need only submit a single copy of the documents to be assessed for all members of the team.
- The final evaluation stage is individual and therefore each learner must submit their own report.

OUTCOME I

- Project plan, which must include specification, tasks, milestones and timescale with details of the roles and responsibilities assigned to individual learners.
- Record of all initial team meetings, which should demonstrate individual contributions to discussions at the planning stage.



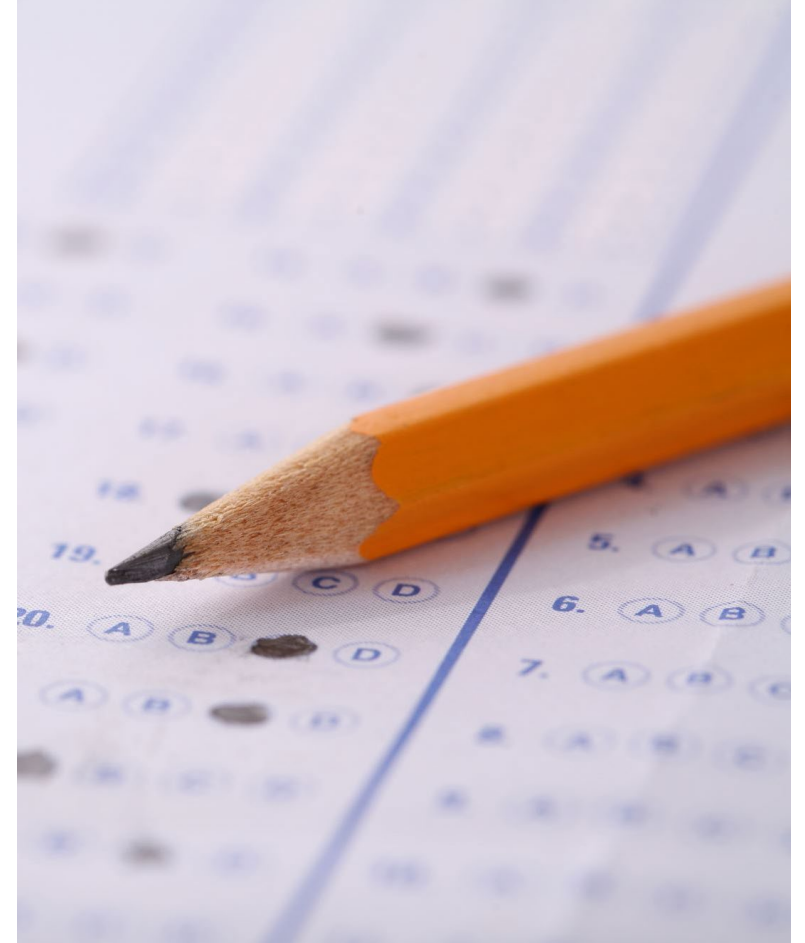
OUTCOME 2

- Design document, which should include design diagrams and/or written designs, which will depend largely on nature of the project.
- Test strategy and test plan.
- Record of all team meetings, which should demonstrate individual contributions to discussions at the design stage.



OUTCOME 3

- Evidence of the implementation of the project plan.
- Completed test plan and record of any changes made.
- Record of all team meetings held during implementation, which should demonstrate individual contributions to the decision-making process at the implementation stage.
- A concise record of all activity, by all members during the implementation stage. The record should show dates and be updated on at least a weekly basis.



OUTCOME 4

- Individual evaluation reports.





PLAN

Outcome 1 is the planning stage – plan everything from conception, design, test and completion.



DESIGN & TEST

Design and test, according to the plan, using test strategy developed by the team.



COMPLETE

Complete the testing and report upon the final product. Every team member should have a job and report to the team.

TEAMWORKING

NEXT STEP

- Brainstorm.
- Consider your learning this academic year, your skills within a team, form teams (about 4 people per team, can be more), decide upon a date/time of first meeting of the team, think about team roles that should be confirmed at the first official meeting of the team.
- What project do think would work for everyone?
- Do you all have similar knowledge? Who has what skills?
- Is the project achievable in a short space of time? How long? How many weeks? Is this sufficient time to plan, design, test and report? Will there be hiccups? Have you conveyed the project idea to your lecturer to enable them to write a project brief? When will this be done? Has someone in the team made notes?